OFFICIAL PlayStation®2 MAGAZINE

issueone/december2000/£4.99 withdisc

EXCLUSIVE UK REVIEW

TEKKEN TOURNAMENT

THE KING OF THE IRON FIST RETURNS
IS THIS THE WORLD'S GREATEST FIGHTING GAME?

HIDEO KOJIMA ON THE MAKING OF METAL GEAR SOLID 2 KILLER GAMES FOR 2001 GRAN TURISMO 3 THE BOUNCER STAR WARS: STARFIGHTER

TOMB RAIDER: NEXT GEN

PLUS: TOKYO GAMING CULTURE/DVD REVIEWS/YOUR COMPLETE GUIDE TO PS2

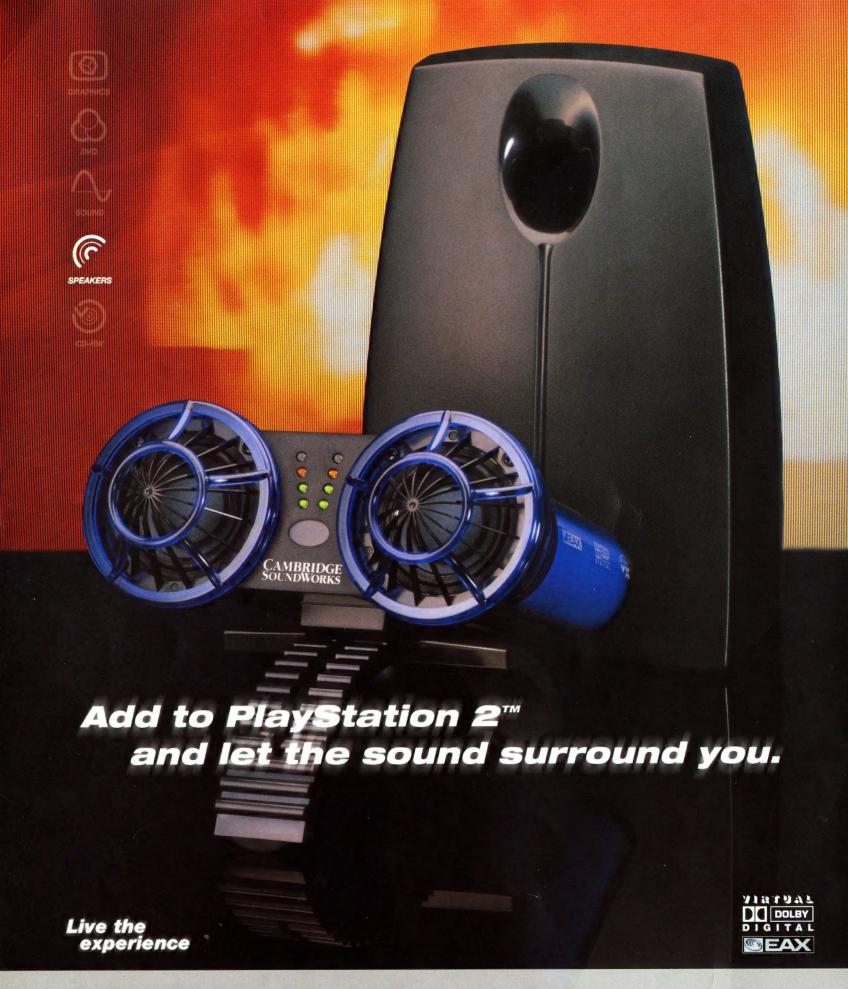


52+PAGES OF REVIEWS

TIMESPLITTERS/RIDGE RACER V/ READY 2 RUMBLE: ROUND 2/SILENT SCOPE/ INTERNATIONAL SUPERSTAR SOCCER/MORE









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ON THE COVER

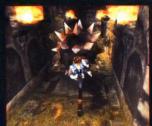
Bryan Fury, one of the askquestions-later stars of Tekken Tog Tournament, from Namco.







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THIS EPIC, ACTION-RPG



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COLLECT ITEMS AND USE
HIDDEN WEAPONS AS YOU
TAKE ON THREE IMMERSIVE
STORYLINES AND 51

ERPHEN

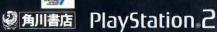
SCION OF SORCERY

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TWO GREAT PLAYABLE DEMOS





DEMO1/INTERNATIONAL SOCCER SUPERSTAR The latest, and very much greatest, version of Konami's critically acclaimed football sim.





DEMO2/WILD WILD RACING Rage's barking mad off-road buggy racing spectacular.











PLUS/ROLLING DEMOS

Ready 2 Rumble: Round 2, Gran Turismo 3, Dead Or Alive 2, Moto GP, Tekken Tag Tournament, and all EA Sports' best for 2001.

»FULL DETAILS PAGE 10



THREE THINGS YOU MUST READ... AS PICKED BY MAIT BIELBY, GROUP SENIOR EDITOR

On the disc 10
's an historic moment – the first ever PlayStation 2
ilayable demo disc. Join the celebration here.

Giant PS2 feature 89
 Sam nearly killed himself putting this together, but it was worth it. If there's something you want to know about PS2 it doesn't tell you here, may we suggest you get out more?

3. SSX review 130
Bit of a dark horse this one, but – out of nowhere – it
just might be the best of PS2's launch games. Really,
please check it out.











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In full and frank conversation with the creator of the jawdropping Metal Gear Solid 2.

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140 cars. 100,000cc. And only one UK journalist, invited to witness the painstaking sound recording for one of PS2's most eagerly awaited games.

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Lissom game babes. Fuzzy mascots. And the world's most impressive gathering of outstanding new PS2 talent.

074 THE BOUNCER

Square's first PS2 game was always going to be worth the wait. But few expected such a kick-ass, drop-dead gorgeous mix of fighting game and RPG. We've an exclusive interview with director Takashi Tokita and his team.

080 STAR WARS STARFIGHTER

This Episode One-based 3D space shoot-'em-up promises to be LucasArts' most impressive SW game yet. Read our exclusive behind-the-scenes report.

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Yes, It's nearly finished. And yes, it's utterly fantastic.

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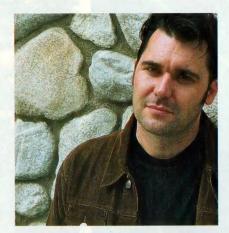
Packed with good stuff.

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Time for bed...

EVERYTHING YOU COULD EVER WANT TO KNOW ABOUT YOUR BRAND NEW ENTERTAINMENT SYSTEM/PAGE 98

EDITOR'S LETTER



Welcome to the future...

You're not stupid, you know what this is all about. It's about technology allowing us to delve deeper. It's about the beginnings of a unique form of entertainment, where stories, characters and emotions merge with breathtaking visuals. It's about imagination, ingenuity and vision. It's about being free to play, watch and experience an unimagined level of gaming, It's about potential not polygons, emotions not glitter and you, not anyone else. It's about PlayStation 2 – and that says all of the above, and so much more.

Friday, 24 November sees the launch of what Sony is rightly calling the future of home entertainment. Yes, it's a games console – that's the reason we're here in the first place. But that's only the beginning of what it is. From the immediate possibilities (like scanning your facial features into a game) to a future where games, movies and music are beamed directly into your front room, PlayStation 2 is poised to transform mainstream home entertainment into something different. Something better.

There's a world of possibilities out there, and you're going to need a guide. That's where we come in. Every issue, we'll showcase the best of the now with our definitive reviews of today's hits. Meanwhile, exclusive previews and news reports will unleash the games of tomorrow, while our unrivalled features will take you behind-the-scenes with the future's stars. Along the way, we'll be interviewing the industry's top creators, and charting the many courses PlayStation 2 may take. DVD reviews will show you the new digital worlds PlayStation 2 is touching, and as new technology arrives, we'll be there with the lowdown before it hits the shelves. Guaranteed.

But this about *your* experience, and that's where a certain blue platter comes in. Unlike any other magazine, *Official PlayStation 2 Magazine*'s exclusive demo disc will allow you to check out the games you read about. Featuring the latest playable demos, plus video footage of the hits of tomorrow, we plan to expand the disc's capabilities with movie trailers, show reports, interview footage, music videos and more. Other magazines just talk about games. We let you play the games for yourself.

In-depth reviews, breaking news, intelligent features, hardcore tips, insider information, playable demos... *Official PlayStation 2 Magazine* is your official guide to everything PlayStation 2. Read our words, look at our pictures, and by all means let us know what you think. But most of all, breathe in the heady aroma of possibility. Folks, we're going somewhere here.

Just a game console? Yeah, right.

MA Me

MIKE GOLDSMITH Senior Editor





ACADA ANALOS ANA

"...Ready 2 Rumble rages back in the most spectacular sequel of sequels."

PS2 - The Official Playstation 2 Magazine

Sometimes being the best means having to spend a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let'sGetReadyTo RumbleTM.





Train with Mini Games



New Ring-Clearing Rumble Flurries



New Taunts, Combos and Animations



23 Outrageous Boxing Personalities



Sharper Single Player Boxing



PlayStation 2



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CAT CHANNON

Official PlayStation Magazine's Disc Editor doesn't just double up as Disc Ed on this mag too, she's also a TV star (albeit of the, erm, nonterrestrial variety). Past glories have included everything from Games World on Sky to the tech show Gear on cable channel DOT TV, and right now she's filming the third series of Cheats [a game review, news and, yes, cheats show] for Trouble TV and Scene 1. Cat "shared a moment" in a lift with Tony Hawk (of Skateboarding/Pro Skater 2 fame), has been in a rally car with Colin McCrae and used to race Formula 600. In her



spare time, she enjoys baking, dancing, and "following the ways of the Shaolin Wu Shu," but nothing can compete with the thrill of visiting Monkey actor Masaaki Sakai's house in Tokyo. Of course, Cat

Game of the moment: "I was going to say Tekken Tag for bringing back Jun (and for including an ultra-hard mode), but I reckon Aqua Just pips it. I've no clever reason." for this. It's just that, like all the best Tetris clones, it's utterly, utterly addictive.

I'm holding my breath for: "Online first-person shooters becoming a reality on PS2."



GEORGE WALTER

Official PlayStation 2 Magazine's new Production Assistant moonlights as a funk Production Assistant Mooningins as a full of and soul DJ at Bath's Moles club (check out Wednesday's 'Mr. Phat's Funk Emporium' if you're ever in town). It's a bloody sight safer way for him to spend his time than in his c1990 band Exit Society ("We were like early U2, but with more advanced mullets"). The entire group was once arrested at gunpoint by German plain clothes police officers for robbing a telephone phone box during an Ill-fated youth club tour. (Well, they were only 14.) "Four of us were crowded into the box trying to order a pizza, but they got the wrong end of the stick. It was a mistake anyone could have made." Of

course it is - but we're keeping an eye on our small change just in case.

Game of the moment: TimeSplitters. "I love any game where you get to shoot your mates. Jamie always plays as the duck, and I like punching the duck."

I'm holding my breath for: Theme Park World. "it's a bit dubious, but I really want to see the bit where the kids hurl in glorious PS2vision."

SAM RICHARDS

OPS2's tallest team member is just back from Japan, where he reported on the Tokyo Game Show for this issue (see page 68). As befits a now ex-band member, Sam ate up the karaoke possibilities ("My *Uptown Girl* is now legendary in Meguro", he claims) as well as a bright pink, cold (and extremely rubbery) fish that the people from Square made him try. Since his return, the office has been awash with Japanese tat, from the inevitable dubious anime schoolgirl pictures to all sorts of Domo-Kun paraphernalia (a bizarre character who resembles nothing so much as a squashed turd with eyes, arms and legsl. He's also attempting to initiate an office table tennis ladder



Game of the moment: SSX. "I'm a sucker for speed, and this game is fast."

I'm holding my breath for: "Dark Cloud, Sony's Zelda-meets-Sim City adventure. The your own town, then zoom into it in third-person? Oh yes



KATHERINE LANE-SIMS

Photographer Katherine had a great time snapping the living daylights out of supple vox poppers at the UK B-Boy Championships, not least because Roots Manuva, her favourite group, was playing there. With a boyfriend who runs a record label and DJ agency, it's no surprise that music, "especially House", and "getting into clubs for free" feature highly in her interests. A love of Bristol City FC doesn't at first square with her professed love of football,

hirst square with ner proisesed love or hoobal, but not according to her recent celebrity photoshoot – a pre-resignation Kevin Keegan told her that he played for them as an Under-21. Katherine's confession that the shoot was "probably why he resigned" seems unlikely until she adds that she also lensed the England team's recent nemesis, the German and Liverpool midfielder Dieter Hamann. Hmm. Suspicious.

Game of the moment: "I liked the fighting games they were showing at the B-Boy Championships [Tekken Tag Tournament and Dead Or Alive 2]. I like fast games."

I'm holding my breath for: "Basically anything fast, racers especially."

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INTERNATION FL. SUPERS THR SOCKER WILLD WILLD RACING

>>ONTHE DISC



As you might have noticed, there was a rather funky looking CD-ROM in a dinky plastic case flopping about in the bag with your magazine this fand, indeed, everyl month. Official PlayStation 2 Magazine is the only place you can get hold of PlayStation 2 game demos to try before the games themselves hit the shops.

And on that CD, have we got some treats for you, including exclusive playable demos of the greatest footie game on the planet, International Superstar Soccer and the fast and frantic Wild Wild Racing. Other highlights this issue – for my money, anyway – have got to be the spectacular rolling demo of EA Sport's line-up, a sneaky look at Moto GP (a bit of a potential sleeper hit, I reckon) plus videos of Tekken Tag Tournament and Ready 2 Rumble: Round 2.

In future months, when the whole PlayStation 2 bandwagon really starts rolling, we'll have even more stuff packed on the disc – downloadable cheats and game levels, a smattering of film trailers and music videos and, of course, more playable demos.

There's not much else to say here, really. What are you waiting for? Get playing, Enjoy!

Catherine Channon Disc Editor

PS To use this disc, load it up on your PS2, then scroll between games and videos using ↑ and ↓. To choose within a section, use ← and →. Press ⊗ to select the demo you want. At the end of some demos you'll need to reset your console. That's it, have fun.



I PLAYABLE DEMO ONE

INTERNATIONAL SUPERSTAR SOCCER

Publisher: Konami/Game type: Football sim/Demo type: Playable/ UK release: 24 November/Players: 1 [finished game 1-8]

So the England team may be incapable of beating an empty pitch in real life, but that doesn't mean it has to be so in PS2 land. International Superstar Soccer has made the transfer to the 128 bit league, and it looks like it's going to be a great season. In our exclusive demo you get to take part in the showdown of showdowns, a match that every England fan dreams of.

Yes, it's England vs Germany. A full squad including Beckham and Owen (completely impervious to injury – and it would appear Howard Wilkinson didn't pick the team) take on Germany in five minutes of blistering football action. The complete game (reviewed on page 138 this issue) features fully-updated team stats from around the globe, and oodles of extras. Until then you'll have to make do with two sworn enemies fighting for supremacy, teams accurate to within an inch of their lives, fully interactive camera angles, tactical mapping, game strategy and action replays of some seriously impressive net bursters. It's a hard life, isn't it?





CAN WE HAVE A WORD?

We Thin of around with KCEO, the process of the later Superstar 5000

In the West, was and Widely true of as a furnishing ration, is

in fact, we learn how to play soccer in Japan from Junior II school. After baseball, the most per game
the most per game
Nakata who Roma Japanese

What was a features were you were to nearporate in ISS?

easy play. You can start with just pass, trip I shoot but as can learn various types of that increase the of the everybody to an in ISS.

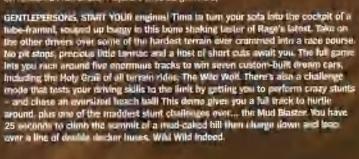
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When the change to Duch ③: 3Fd: ※: 1 = Ni #) + y or @: Charge

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Race Challenge: India
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*

Race Challenge: India
A H. Processor of the plains of the subcontinent. Chromotomy. Could Market buggy with saver handling), the Typhoon (rapid acceleration but tricky to control) and the Demon (slower, but reliable in the land and the plant and the land.

D-pad/analogue; left and right : Accelerate : Reverse : Handbrake

00: Brake ou: Four view (White house)

ரு: பின்ற

Cot I Large for the wild the? Turn to the E-Director on plays 155.



»ONTHE DISC

Talk to usl

«Comments and queries about this cover disc should go to me, Cat, at PS2@futurenet.co.uk. But sorry I can't answer your questions over the phone.

in you have further problems with your CD-ROM, poptine troublesome thing in an envelope and send it to the following address. We'll test it and, if faulty, send you a new CD. We're at Official PlayStation 2 Magazine Disc Returns, Customer Services, Future Publishing Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB
"Remember though, this disc will only work and PS2"

I ROLLING DEMO ONE



READY 2 RUMBLE: ROUND 2

Publisher: Midway/ Game type: Boxing sim/ Demo type: Rolling/UK release: 24 November/Players: 1-2

ANY GAME THAT allows you to use the word 'pugllism' has got to be good from the off. The return of Midway's incredible boxing sim is packed with superb combos, great animations and a crazy sense of humour – just like the original. But with a brand new training mode and a host of new fighters – including NBA big man Shaquille O'Neal and the King of Pop himself, Michael Jackson – this is much more than just a rematch. Our demo lets you check out the action from the relative safety of the ringside, but it's sure to dazzle you with punch upon furious punch. You're also treated to the new comic characters, special moves and unforgettable opponents. To find out how the finished Rumble weighs-in, turn to page 134 for our review.

I ROLLING DEMO TWO



DEAD OR ALIVE 2

Publisher: Tecmo/Game type: Beat-'em-up/ Demo type: Rolling/UK release: December/Players 1-4

FEAST YOUR EYES on this. *DOA2* is arcade scrapping at its best. As politically correct as buxom martial arts action can get (which is to say, not very), it's got a lot more going for it than mere eye candy. For one thing, it's incredibly fast. For another, the scenery is no longer just that. That's right, these interactive multi-level environments mean you can throw, punch, kick and generally manhandle your opponents through windows, off roofs and into snowdrifts. And, with the new tag mode, you can get some pals to help you do it too. In this demo you'll see a sizable number of the cast throwing, pummelling and ass-kicking their way through frozen wastes, sun bleached deserts and industrial backdrops. This really is a beat-'em-up for all levels of gamer. For more tasty shots of the game check out the preview on page 26.

I ROLLING DEMO THREE



TEKKEN TAG TOURNAMENT

Publisher: Namco/Game type: Beat-'em-up/Demo type: Rolling/UK release: 24 November/Players: 1-4

FOR THOSE OF YOU newly arrived on the planet, Tekken is the finest family of beat-'em-ups ever to grace the gaming dojo. TTT is Tekken, only more so. You'il find great tag team battles, a wealth of fighters with unique styles and a brilliant unlockable Tekken Bowling mini-game, plus the best moments from the series, all given a fabulous PS2 makeover. Take a look at our rolling demo and you'll already be able to see what all the fuss is about. The complete

breath-taking opening FMV is included, lovingly interspersed with copious amounts of in-game action. Massive special moves, head-splitting kicks and stunning scenery round-up this demo, and when the final scene comes – an FMV of Kazuya exploding in showers of purple flames – you'll be left literally fighting for breath. Read our massive review of this fantastic launch title if you think you're hard enough. It begins on page 110. Game on!

CAN WE HAVE A WORD?

TTT designers speak! (Page 114 has more.)

Why use only Asian fighting styles?

First of all, we chose the fighting styles well-known in Japan. Then later, in Tekken 3, we added to that by introducing Capoeira (a Brazilian martial art). Our policy is that whenever we find an interesting fighting style, or even one that just looks great, we'll use it.

And the bowling game? How did that come about?

It was all because of the very high quality of the graphics. In the regular game, the floor of the room was quite glossy, with a wonderful finish. We wanted to use the glossiness for another purpose, and bowling seemed the obvious choice.

extras

I ROLLING DEMO FINE







MOTO GP

Publisher: Namco/Game type: Motorcycle racing sim/Demo type: Rolling/ UK release: January 2001/Players: 1-2

WITH ARCADE GIANT Namco on the case, the anticipation for this motorbike sim is high. Although those expecting the usual hang-on-for-dear-life two-wheel racer will be disappointed. Moto GP is shaping up to be much more of a reality-based experience. A word of warning; keep your foot down and you'll be spending most of your time getting acquainted with the crash barriers. Instead, you must brake and watch that turning angle In short, you're going to have to learn how to race a bike, not just race. That's not to say Moto GP is so hardcore it's going to be light on the thrills, however. Just take ■ look at the video. As real footage gently melts away to in-game footage you'll be peering through your fingers to check whether the crashes, spin-outs and over the bar shenanigans are over. No wonder It's being pitched as 'the Gran Turismo for bikes.'

I ROLLING DEMO SIX







GRAN TURISMO 3

Publisher: SCEE/Game type: Driving sim/Demo type: Rolling/ UK release: March 2001/Players 1-2

YOU'VE HEARD IT before, we'll say it again, but please listen: this game really has to be seen to be believed. In fact, just check this rolling demo for proof – if you find it hard to tell that this isn't film footage, you're not alone. Now understand that these are in-game graphics, and you have our permission to be totally gobsmacked. GT3 is the latest (and, need we say, greatest) incarnation of Polyphony Digital's peerless racing game. In the finished version, there are around 150 cars to race and modify, options galore and all the features that have made the GT family the best excuse for burning rubber ever invented. Just take note of the tremendous lighting, from the blinding sun to dappled shade - every car is kissed with shading and reflections that defy belief. You'll be able to see why, though the game's not available until March, we couldn't wait to show you it now.

I POLING DETTO FOUR

ELECTRONIC ARTS MEDLEY

Find In EARS IN Note and the Cambridge For AUK name. Notice the Various

A COMPENDIUM OF CLIPS from the most brutal, bone crunching sports on the planet are unveiled here in EA's masterful showpiece. This mouth-watering assortment of sporting greats includes Madden NFL 2001, NHL 2001, F1 Championship Season 2000, Knockout Kings 2001, Tiger Woods PGA Tour Golf, FIFA 2001 and NBA Live 2001.

Witness the sweat-sprayed dream pairing of Mohammed Ali and Lenox Lewis, Juventus slamming home awe-inspiring match-winning goals to the adoration of thousands of fans, a perfectly animated

Tiger Woods clubbing balls into photo realistic skies, and Mexican waves sweeping the frenzied spectators of an ice hockey match.

This magnificent medley, accompanied by stunning editing, a rousing soundtrack and cinematic slo-mo replays are enough to whet anyone's appetite. And that's just the trailer. Just Imagine how good the real things are going to be. Let the games begin...

To see the callbre of these forthcoming games for yourself, try the first review of Madden NFL 2001, which appears on page 148 this issue.





>> O N NEXT MONTH'S DISC

FOUR GREAT PLAYABLE DEMOS 01. SILENT SCOPE

ultra-violent i reviewed this issue. Take Watch them from tall all more details, check out the review on 140.

02. RAYMAN REVOLUTION

Ubi Soft's limbless mascot stars in what II be. I be.

03. READY 2 RUMBLE: ROUND 2

action. And biggest hair ever seen in lt's reviewed if

04. DYNASTY WARRIORS 2

guys queue | to | slashed to ribbons | | page 24

Next month it i i i i more more more rolling demos and much more it goes on 4 Don't miss iti

Here's what we think we'll be bringing you.





Packed with eulogies and vitriol, it's the bit you write. Well, from next month it will be...

It's an ago old story. Every time you launch a magazine, you get the same problem. You've got a letters page, but Father Time and his twisty ways mean you haven't got any letters to fill it. So what to do? Easy – send out a nice letter to a few bods in the videogene industry, asking them to answer some of the more pressing PlayStation 2 quandaries. In return, they get the chance to plus their wares (although we've cut most of that out). Hence, the following letter recently went out to selected pros-

NOT THE STAR LETTER

Hello everybody,

As you may or may not be aware, we're currently beavering away like robots on the first issue of the *Official PlayStation 2 Magazine*. But there remains a problem. This being the first issue, we haven't got any letters to go on our letters page. And since we hate the idea of making them up, we wondered if you'd help out by sending us some words?

So. What we want is a missive from you, hopefully setting the agenda for the page, and getting our readers thinking about some of the issues that the arrival of PS2 raises. Your letter can be a couple of lines long, or go on for thousands of words – all are welcome. Though, realistically, 200-500 words is probably best. As are letters with the korrekt spalling.

Here are a few topics you might want to comment on to get us going:

- 1. PS2 is said to be very difficult to write games for. Well, is it really? What are the specific problems developers are struggling with, and how hard are they to get around?
- 2. Many of the big launch games [Tekken Tag Tournament, Ridge Racer V, ISS] are but the latest instalments in one well-known franchise or another. Is this a good thing?
- 3. Which games are really going to put PS2 on the map. Is it the obvious say *Metal Gear Solid 2* or might something appear out of left field and surprise us all?
- 4. Is the DVD playback feature really going to be such a big plus point with consumers? Or is it a bit of an irrelevance?
- 5. What are your feelings about broadband, and the network possibilities for this machine? Is it really a vital part of what PS2 is, or a bit of a red herring?
- **6.** PS2's styling, is it really as sleek and modern and home entertainment-ish as everyone says, or is it an aesthetic failure? How do you feel about the joypads and other peripherals? And with regard to the tech specs, what are you particularly thrilled or disappointed by?
- 7. One of the Holy Gralls in gaming at the moment is generating a genuine, subtle emotional involvement with a game in the minds and hearts of those who play it. Can this really be done? What games are closest to achieving it? And what's holding us back?
- 8. Another Holy Grail is the idea of episodic gaming, where you buy (or download) a game a chunk at a time. Is this going to be an important part of gaming in the future?

Hope there's something to get you thinking there. If not, you could just write a nice little good luck message to massage our deadline-weary brains. We're not saying it'll get you printed, but we'd like to read it anyway...

Lots of love,

Everyone at Official PlayStation 2 Magazine

Most of the replies concentrated on questions five (about broadband) and seven (about emotional involvement in games). Here's one on broadband:

KEY INGREDIENT

I'm sure Internet connectivity will be seen as PlayStation 2's key ingredient in the not too distant future. A bold claim, perhaps. But this new connectivity or 'convergence' era has the potential to offer new dimensions to the playing experience, in terms of both delivery and style of content.

Until now, Internet-based multiplayer gaming has been restricted to a small-ish number of PC users, and, with a few

exceptions, hasn't been much to write home about. This is partly to do with the connectivity speeds currently on offer, but is more the fault of the niche, minority appeal games offered. For online gaming to succeed on PS2, games will need to boast a much wider appeal.

Quite what this means exactly isn't clear yet, but we can be fairly sure that these new games are going to have to be substantially different to those we all know and play today. Instead of offering 40 odd hours of gameplay aimed towards the single participant, they may well come in an episodic format, much like current TV programmes. The story lines may evolve in

different directions, depending on how the characters (in other words, the player) react in the gaming environment. They may even appear take place in ongoing, ever-changing game words offering access 24 hours a day, seven days a week. Whatever happens, game designers will have to spend a lot more time on their story lines and characters than is currently the case. Who knows? The phrase 'Emotion Engine' may even start to genuinely mean something, rather than just being a fancy buzzword.

Today's Internet access speeds are acceptable for the vast majority of dally home applications, from viewing Web pages to sending email, but they don't have the capacity to deliver high-speed data or real-time streaming audio and visuals images. Broadband is seen as the saviour of this area, and that technology will certainly allow much faster delivery of the key components – though quite how quickly this will become affordable is a moot point.

Right now, however, there seems to be no question – broadband is coming and, when it does, the gaming landscape will change dramatically. Personally, I see the arrival of broadband as the greatest evolution in gaming for the past 20 years. **Gien O'Connell**

Head of Communications, Rage

We reckon Mr Glen's got a point here. For more on the broadband revolution, try the Opportunity part of this month's guide to PlayStation 2, starting on page 89.

Next up, the runaway winner of the Blatant Self-Promoting Plug of the Month Award...

BUY! OUR! GAMES!

First of all, we wish you good luck with the launch of *Official PlayStation 2 Magazine*. Our whole tearn is really looking forward to reading itl

The PlayStation 2 hardware is really exciting for us. It opens a whole new world in terms of visuals and network capabilities. We have already pushed the PlayStation console to its limits with Vagrant Story's lush graphics, and now we're very enthusiastic about bringing great titles like The Bouncer and Final Fantasy X to this new console. Square's

developing teams can express their artistic talent with greater freedom using this new hardware, and that means a lot to us – as it does to our fans. By the way, don't forget that Final Fantasy IX will be PlayStation 2 compatible, so that you can make the most of its amazing world and characters!

Once again, good luck and keep up the good work!

Yuji Shibata

Managing Director, Square Europe Ltd

We'd just like to say that Final Fantasy IX will be PS2 compatible and is out some time soon and that'll be a tenner. Cheers.

Not everyone, however, was looking so optimistically at the near future. Others were more concerned with the immediate launch of PS2, and the way they reckon It's being handled...

OUALITY, NOT OUANTITY

What the hell is the point of 33 games coming out on the PS2 on the day of release when there are bugger all people who'll have the privilege of owning the machine by then? It wouldn't matter if half of these games weren't complete rehashes and reheats of popular franchises but we all know the truth People aren't stupid, and neither are retailers, and it won't be surprising if half of these 33 games will be almost impossible to track down in high street stores. The upshot being that publishers get their fingers well and truly burnt, and gamers will be left feeling they've been conned into buying marginally prettier versions of games they have already bought at least once.

How does the saying go? It's quality, not quantity, that counts. Maybe Sony should have looked more carefully at the former with regards to games, and pulled its finger out on the latter point in terms of the number of PS2 consoles available?

Of course, I hope the launch of the PS2 proves to be a huge success, but the general feeling is that Sony has let everyone down. Everyone from the top to the bottom of the industry is grateful for the spectacular success of PSone, but yet again complacency sets in, cats get fat and we're in the situation now where everybody has put all their eggs in the



So this is what the games industry reckons -- but what about you? We want to know what you think. Either about the issues discussed below, about your new PlayStation 2 in general, about why ISS didn't deserve 8/10, or about our first issue.

Winner of the Star Letter each issue gets a copy of the game of their choice and an exclusive Official PS2 Magazine T-shirt. Winner of the second best letter gets just the T-shirt. Anyone else printed gets nowt – except, of course, the rare honour that is seeing their name in print in this fine tome. Send those letters to: Postal, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk. Get writing!

Sony basket. What's going to happen If PS2 falls flat on its face? Unless Sony can ramp up production, get the price down, and get some must-have titles for the machine out there fast, we could be about to witness the biggest mess up in the history of the videogames industry.

I sincerely hope I'm wrong..

Anonymous Industry Bloke

See your point, AIB, but a few facts. First, around 100,000 machines out on launch weekend is four times the amount for the original PlayStation. Second, if you don't want to buy Tekken Tag, give SSX a go – generally, we're impressed by the overall quality of the launch line-up. Third, have you played TimeSplitters yet? Sweet as.

Finally, a lot of wise words.

GETTING EMOTIONAL

The greatest strength of videogames as an entertainment form has also always been the thing that stops it being an art form. The fact is that, unlike books (which tell you something) or films (which show you something), videogames make you experience something for yourself. That's what makes them so engaging at a visceral level. But at the same time this can be seen as a weakness, for as those of us who make our living playing games know, everything has to be subservient to gameplay. Unless a game plays well, it doesn't matter how good it looks or how well it tells a story - it's still a crap game. Attempting to impart some emotional involvement on top of this gameplay except, perhaps, a desire to win - on PSone games was an Impossible task.

Sure, games on PSone represented some huge advances in the way they represented the world, but these advances were purely physical. Graphics became 3D, physics became more realistic, but the experiences people were offered – solve this puzzle, kill this man with a leopard on his head, drive round this track faster than the other cars – were not. No matter how fantastical or pseudo-realistic they were, they were essentially linear progressions.

When we first heard Sony had dubbed its graphics chip set the Emotion Engine, we all thought "What the f**k?" But, having worked with the machine for a year now,

we're beginning to see where they were coming from. If people use the power of the PS2 to utilise great lighting effects and to put extra details on characters, but nothing more, then we'll end up with a lot of souped-up versions of existing genres. We'll just be giving them with prettier baddies to kill, more attractive keys to find and better goal celebrations.

But it doesn't have to be like that. The power of PlayStation 2 is such that, unlike any previous system, you can pull away the boundaries and limitations that designers had to use to hem the player in. In the old days, we had to create an environment small and uniform enough for the machine's weaker processors to be able to handle it. Now, we can build worlds that seem more or less limitless and let players explore for themselves.

The only limits the player should now experience are the physical limitations of their in-game state (how fast they can run, how healthy they are, etc) and those of their enemies. At the same time, we can make the camera close up on a character's face and show them registering emotional distress in a way that was never previously possible.

Interactive entertainment must retain its soul, and its soul has always been fun. But, it is this interactivity which will let people tell stories, and engage them in new ways. Games should not aim for the intellectual or artistic integrity of films. They should aim for their own, distinct artistic integrity, because games can achieve a level of involvement from their audience that necessarily eludes more passive mediums.

Anyway, best of luck with the new magazine, and keep the reviews honest! The cheque is in the post.

Sam Houser

President, Rockstar Games

Vive le rock! Kick over the statues! Raid on Entebbe! Houser-san knows the road to the future and he's just given us the A-Z! Now, about that Midnight Club review...

And that's your lot. Expect some of the replies that arrived a bit late for inclusion next issue, plus the first few letters from Joe and Josephine Public. Write us now or we'll print more plugs from Square...

Which Japanese

company's name

translates as

small wave?

SMALL

WAVES

BUILD

GREAT

STORMS

KONAMI®

PlayStation_®2



EPHEMERAL FANTASIA







ESPN INTERNATIONAL TRACK & FIELD



7 BLADES



ESPH WINTER X-GAMES





ESPN NBA 2NIGHT



GRADIUS III & IV



SILENT SCOPE



METAL GEAR SOLID 2: SONS OF LIBERTY



SHADOW OF MEMORIES



ZONE OF THE ENDERS

SMALL WAVES BUILD GREAT STORMS



PREVIEW

PREVIEW CONTENTS

22 **WipEout Fusion**The PSone classic is back, with loads of new weapons, and more track hugging feel.

24 **Dynasty Warriors 2** Epic, real-time strategy-cumslash-'em-up crossbreed.

26 Dead Or Alive 2

OTT beat-'em-up action (lady bumps a speciality).

28 **Red Faction** Spectacular first-person shooter, set on Mars. (Imagine Total Recall: the game.)

32 **Ephemeral Fantasia** An RPG with a difference. You singl You jam! Let's do the show right here!

34 7 Blades

With up to 20 enemies on screen at once, this samural slash-'em-up piles on the action.

36 Moto GP

it's motorcycling's all-action answer to Ridge Racer land Gran Turismol.

WORDS: MRTT BIELBY TURISIT

PS2's most eagerly awaited racer may not be a 'true GT3', according to creator Kazunori Yamauchi, but do you see us complaining? Take a good, long look at this glorious, ultra-playable game and see if you don't agree...

Publisher: SCEE Developer: Polyphony Digital with i-Link) Release: March 2001



Lotus Elise: Yamauchi will be fuming that a facelift's just been announced.







Oh dear - MR2's struggling at the back of the pack. But no matter how many cars are busying up the screen, if there's pop-up to be seen, we've not spotted it.

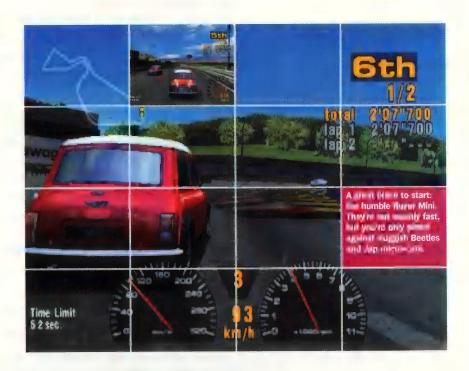


o this is it - the world's favourite driving game has been all spruced up for the PlayStation 2 and is looking, quite frankly, the business. Almost inevitably, considering the immense contribution of the first Gran Turismo to the success of the original

PlayStation, Gran Turismo 3 was among the very first titles to be confirmed by Sony for its new machine. And although it won't, in the end, go on sale with the very first batch of PS2 games, its current March release date means it'll be among the titles that Introduce most UK players to their spanky new system. Mainly because it'll be out around the same time the first non-preorder machines make it to the shelves.

And should GT3 turn out to be the first PlayStation 2 game you play, what better introduction could you have to the future of gaming? Although the gameplay is based very closely on PSone's Gran Turismo 2 - hence creator Kazunori Yamauchi's reluctance for this new game to become known as GT3, though, unfortunately, that's how it's ended up - the result is anything but a simple rehash. Think 'Gran Turismo 2.5' if you must, but better to think 'Gran Turismo 2.5+', for there are many ways in which this game outstrips anything yet seen in the GT series - or any other racing game, for that matter.

Take the graphics, for instance. Visually, Gran Turismo 3 has turned out to be stunning - ■ much over-used word by videogame reviewers, perhaps, but in this case it's true. Everything is depicted at a much higher resolution than before, of course, but it's the special visual effects that you notice first. The smoke that rises as you plough into a four-wheel skid. The style with which shadows are used in ways both bold (as when you move out from the shade of a large building into nearblinding sunlight) or subtle (the dappling of light before you as you race under a canopy of branches). The way a heat haze blurs your vision as a pack of cars screams over the horizon, particularly noticeable in the truly spectacular replays.







→





Toyota Celica: one of the best handling coupes, but underpowered. No matter how good these shots of Imprezas and Alfas may look, they're not doing the game justice, believe us.







Rival GT3 drivers have a real 'eye for an eye' attitude. Cut one of these guys up, and they'll pay you back in spades.



Now isn't that pretty? This track feels III 'early evening' it hurts.



//The other cars react to the way you're driving, matching you aggressive move for aggressive move// ➡ Flickering has even been eliminated, apparently by increasing the vertical but not horizontal resolution on the screen – although that's very technical stuff, and we've yet to ask Yamauchi himself for a full explanation.

The controls are different, too. This time, the new Dual Shock 2's sensitive analogue buttons read your inputs as a real car would – so the harder you press the accelerator button, the faster you go, just like a gas pedal. Same with the brakes. It's all part of development team Polyphony's seemingly endless commitment to increased realism.

THE REAL RACING SIMULATOR

It's added realism that has always been Yamauchi-san's quest with the *GT* series, and with this one in particular. But for *GT3*, more attention has been paid to making it, as Yamauchi puts it, "the real racing simulator," as opposed to the 'real driving simulator' of previous efforts.

In other words, previous *GTs* were primarily about driving the cars, with racing a secondary aspect. This time round we can take realistic car physics almost as a given; the added effort has gone into the assorted drivers' artificial intelligence, so it's more like you're racing against real, thinking individuals. "in the first *GT3* demos we did, the cars were all pretty similar," Yamauchi elaborates. "Since then we've been working on making the Al better and better. I won't be satisfied until each car you race has a noticeable personality."

It's an idea that had been planned for the original *Gran Turismo*, but simply proved too memory intensive for the PSone. In *GT3*, the other cars now react to the way you're driving – matching you aggressive move for aggressive move as you start to annoy them. Cut up an opponent at your perll...

As well as being a serious driving simulator of sorts, *Gran Turismo* was always the perfect pick-up-and-play après-pub game, so some of the new version's impressive subtleties may

well be lost on much of the audience. How many will notice, for instance, that atmospheric conditions affect the way the cars handle, so a Porsche 911 on, say, a hot, sticky track will drive differently to one on a misty, damp one? Yamauchi believes that this attention to detail is the future of gaming – or at least, the future of his games. As he says, "The pursuit is always realism, but then we should also be looking to chase the next level beyond that." Slightly enigmatic, but he appears to be referring to some sort of heightened sense of reality – to games that are more real and detailed than reality itself – which is an approach he's working on for future projects.

For those familiar with *GT2*, *Gran Turismo 3* may hold one disappointment – Instead of the 500+ cars that game offered, this one's stable is back to the 150 or so of the original *Gran Turismo*. But to compensate for losing 350 cars, we must take into account the extra size of these vehicles – a typical auto model in *GT3* uses up to 5,000 polygons, as compared with the mere 300 or so of a *GT2* car. The addition of extra courses (Monte Carlo and a new Tokyo city track bring the total up to 15) sweetens the pill, as does the fact that you'll now be able to get full screen two-player race, although you will need two PS2s, two TVs and an I-LInk cable. Breaking news reveals the game should support up to six players using the I-Link cable.

NETWORK BATTLING 'ON THE WAY'

So is there anything to be disappointed about? Not much, it would seem. Rally mode is in the game (it looked touch and go whether it would make it at one point) though the once mooted drag racing option seemingly isn't. The sound quality is vastly improved over previous games, to an almost ridiculous degree, you could be forgiven for thinking – see page 64 for more specifics. There's no network option and it won't be internet compatible – though see the i-Link options above. All of these will come with the next version, according to

Q&A

HAZINGRUHAN Subject. You guessed it care.



The first car I ever had was a Flat Panda. You It was very similar - a suzuki Afto. I don't third hop ever sold them is distain, but it was a very small, lightweight car. Nothing like the same

And what do you drive nostly now?

Mostly how?

My Mitsublish Lance

Evolution V If you don't have it this a c nec't ran Turisms mote.

I filtre Jop rolly special ying 270+ bip at a chapping 6500 rpm, making 0-60 in under two seconds But Kazunari Istipping the most recent Eve VI is even sette, especially in Zenfighter from Petrol Ed.

My dream is a enter the a Mans 24 hour race and sooth car.

Ford GT46, or Ferrer 330T4, or some old

missed in the GT games is the ability to smash cars up when you crash. What gives? We've built up a series of good relationships with the car manufacturers who bend over backmarks to provide us with rechinical information about their models, so we really don't want to go about smashing up their cars. But even if we could use the cars are so delicate that even a small collision at these sorts of speeds

how much damage a car can take before the driver is hurt, and we've figured that the smallest amount of damage would really immobilise both driver and car. So until we can work a very around that.

games go from here! I think PS2 will be the last generation of game platforms where graphic, power changes a games content. From now on, gaming evolution will be lass a case of better graphics, and more to diwith improving network gaming. What you see a screen in five years will not be so different, but gaming will shift from being a solitary activity one were you play with gamen content users.

Finally, after all these Gran Turismos, aren't you getting sick and tired of car games? You'd think so, but I'm not. I've recently started working with car mags as well as the games press, and I've been loving it. There's a saying that if you do too much from hobby as a job. you get tired of it. But no this time. I can never see moself lifeing of care. 18.

PHOTOGRAPHY: GAVIN ROBERTS







More beauty shots from the truly spectacular replays: the cameras are always in just the right spot.





It's Dodge Viper vs Nissan Skyline GT-R in a real automotive clash of the titans



Honestly, just check out that lighting. It's a near-religious experience.



What's that Calibra doing up against the GT-R and Viper? It's got no chance, surely?

Yamauchi, and, indeed, a few details of *Gran Turismo 4* have already been released – chiefly the predictable fact that 'it's already at the planning stage', and that network battles are going to be a prime feature. It's all to do with Yamauchi's obsession with upping the realism of the racing as opposed to driving feel in the game. "While I think *GT3* gives you the feeling of having ridden in a real car," says Yamauchi, "real race driving is considerably harder to reproduce – and more interesting. There are many more things that we can do with that side of the game from here."

Gran Turismo 3 was originally intended to launch with PS2 on 4 March in Japan, but won't appear until nearly a year later, so you can judge for yourself how tricky it's been getting the thing up to a Yamauchi-acceptable standard. The results are clear to see: for many non-gaming petrolheads, GT3 will be reason enough to buy a PlayStation 2 on its own. For the rest of us, it's simply an extremely good game, and one given extra weight by its intensity of realism. Obsessiveness may be ugly in real life, but its a prerequisite for a great game designer. □

ON TARGET?

So, how good's GT3 looking? From the rave above you might think, "Very good indeed." And you'd be right...



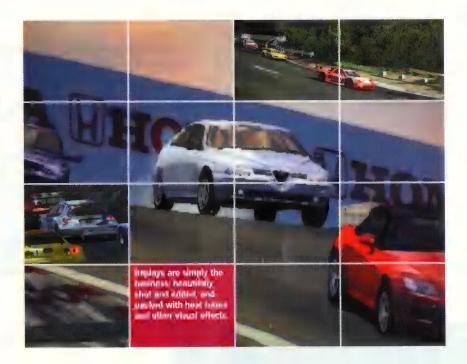
REALISM
Beautiful car models, stunning effects, but still no dents.



AUDIO QUALITY
Best yet – every car
was recorded afresh
to hit PS2 standards.



OBSESSIVENESS Yamauchi has not lost his fetish for





Lotus Esprit: one of the fastest, most appealing Brits on offer.



Elise (above) and Honda S2000 (above right) are evenly matched.







The fiercely intense futuristic racer slams headlong into the PlayStation 2. But can the WipEout series survive the perilous journey to Sony's 128 bit marvel?

Publisher: SCEE Developer: Studio Liverpool Players: 1-2 Release: March 2001 ipEout is, quite simply, a legend on PSone. Back in 1995, its head-rush combination of frantic racing, mesmerising visuals and pumping soundtrack introduced a whole new clubbing generation to videogames. Five

years on, Sony's Studio Liverpool – the Team Formerly Known As Psygnosis – is preparing to unleash the next generation of this futuristic franchise on PlayStation 2.

WipEout Fusion is set in 2150 AD, where the notorious 'Federation' has unveiled a tough league containing a brand new breed of advanced gravity-defying craft, possessing hi-tech handling. This time the super-sleek ships hug the tracks much more closely than in previous WipEout incarnations, giving a 'rollercoaster' feel to the game, with hair-raising loops, infeasible jumps and terrifying twists.

The structure of the league system – with its different classes of Vector, Venom, Rapier and Phantom – has been given a dramatic overhaul, combating criticism that WipEout's learning curve was too steep. A new cash management system gives players points depending on their finishing position in a race and damage inflicted on opponents. Parameters such as speed, stability, thrust and firepower can then be improved, allowing the player to define their ship's characteristics. Reach the maximum upgrade level and you get a new ship with better weapons, more speed and shield energy. Eventually, players get to test-fly the most prestigious ship available: a black hyper-reflective steaith craft that avoids enemy radar.

Courses are now spread over seven different environments, each containing three tracks of the easy, medium and difficult variety. Players start off in a windswept desert with sand dunes and deep canyons, then the action sweeps through varied landscapes including ice, jungle and a non-Costner water world. Studio Liverpool wants to cram a PS2 innovation into every track, so for example, the very first course has an evil 360° loop



THE FOR BUTCHEN

Good rechnology is the design team that he had been and the service with the Levi's and the service when the weekles. Too bod Phil Gerrard (centre) with the weaklest the control of the centre with the centr

So you've been brought in to replace Designers Republic doing the

Q&A

That's right – and it's all our next work. We haven't believe anything from the previous Wild out games. Designer Republic did an amazing do on the saidler versions out we wanted to make the shoe design much more gamey. From a visual point of view, what we've tried to be almost more away from having a set thems far all the teams. We've looked at every single team as we

Henry so each logo looks very different. The more powerful PS2 also gives us licence to use more graphical effects, such

So where does your involvement end?

involvement end?
We've done all the Wippo
Fusion ID, packaging and
manuals, but in-game stunas made up the bulk of
the work.

If the
HUD which is now
a than

for team
that'll
menu screens,
a whole new
doing that

So as it depute how do



Weapons have yet to be finalised, but all the favourites from previous WipEouts are included.



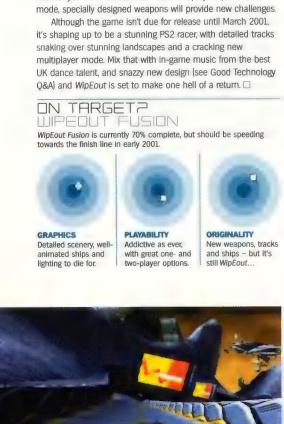


The new ships hug the track closely to allow dizzying 360° loops and rollercoaster sections of track.



right near the start to disorientate the player. Tricky flip pads turn craft upside down, while transparent areas of track on top of each other allow you to look down and see what your foes are up to. All scenery is now interactive – boulders can be blasted to reveal secret routes, while the ships themselves take on damage, sending metal fragments spinning onto the track.

The programming team has concentrated on bringing realistic computer opponents to the PS2 by paying close attention to the Al. Pilot characters now have their own personalities and will 'remember' which players have attacked them. The cache of weapons include upgraded versions of old favourites – such as the road shaking 'Quake' – that have been revamped for devastating explosions, although the final arsenal has not yet been decided on. In the two-player split-screen mode, specially designed weapons will provide new challenges.





Good Technology is using its experience of Web page design to pack the game's billboards with cool Flash animation.



Future perfect: WipEout Fusion's environments look the business.







Replays will have spectacular views of the detailed courses, with multiple camera angles accompanied by a brain-melting techno soundtrack.

PREVIEW DYNASTY WARRIORS 2

DYNASTY WARRORS 2

Chop, hack, chop, hack and, yes, chop again. If samurai carnage floats your boat, this for you...

Publisher: Midas Interactive Developer: Koei Players: 1 Release: December 2000 ow, a clue to the crux of this game can be seen in the title. Try not to think of it as *Dynasty Warriors 2*. Instead, let the red mists cloud your vision and you'll see that *Die Nasty Warriors 2* might be far more apt.

Come back with us to 161 AD, where feudal Japan is indeed that – feudal. Very feudal. Ancient dynastic clans hold vendettas against each other that make the Corleones look like a gaggle of snotty-nosed schoolkids by comparison. Things are getting very bloody indeed – and you, naturally, are caught in the middle of it all, up to your ankles in severed, twitching body parts.

As leader of your chosen clan, you have to balance the strategic challenge of pushing forward into enemy territory – all the time keeping morale up, and your troops rallied behind you – with much less hands-off acts of war, such as decapitating a charging enemy at five paces. We really are talking about one of the most bloodthirsty releases in videogame history.

One of the most impressive things about this game is the way it moves its characters around. A staggering 30, highly-detailed, Al-informed enemies can appear on-screen at one time, every one of them armed to the teeth with all manner of pointy, stabby weapons. The gameplay typically consists of a mass of beautifully rendered battling characters milling about, with the bloke you're controlling at the heart of it all.

Dynasty Warriors 2 Is the first console game we've encountered that has the capacity to reproduce epic battles on quite such an Impressive scale. While you struggle with half a dozen enemies yourself, your allies can clearly be seen in the background, hacking and slashing their way through ranks after rank of bad guys. Cavalry smash through your men like they were tenpins,

archers high on wooden lookout platforms send their shafts gliding into bodies indiscriminately, and the screams of the fallen fill the air with hellish consistency. It's a brutal reminder that *Dynasty Warriors 2* is no simple first-person hack-'n'-slash – It's absolutely vital that your buddies are chaperoned constantly.

Eventually, you'll have the opportunity to go head-to-head with mystical dragons and other psychotic enemies, clad in virtually impenetrable samural armour. Thankfully, to even out the odds against seemingly impossible opposition, each of the characters you can choose to fight with (there are over 30 In total) have blistering special moves. Ranging from Vanilla-flavoured spear-wielding warriors to Xena-style psycho nymphs, complete with deadly chakras (killer Frisbees to you and us), the game's selection of characters is quite out standing. Unfortunately, you're going to have to wait until DW2 comes out to appreciate them all.

We believe that *Dynasty Warriors 2* should provide something quite astounding when it finally arrives. After you with the plasters... \square

ON TARGET? DYNASTY WARRIORS

Swordplay and hordes of enemies have wowed us so far, as have the intense battle systems. But will longevity let the side down?



DEATH
Copious amounts.
Cadavers litter the
ground. It's messy.



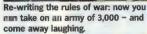
Surprisingly, AI is up to speed already and works very well.



It that atmospheric fog, or just poor programming fog?









Hero? Villain? Bit part player? Dynasty Warriors 2's cast is huge, brooding, and overdressed...



It's carnage! But while random while has its joys, you'll need to keep an eye will how your troops are doing to progress.



Charge up that special move, then let rip. The result should be absolutely devastating.



you fight your way through hundreds of merciless warriors in your quest for the greatest prize of all - Chinal

"Rasily one of the most technically impressive action games ever." -PSM

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 - Over 1000 combarants per stage, with more than 30 on-ereen at any given time!
 - *Thoose one of 9 heroes to lead your armies into battle.

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PlayStation_®2

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WORDS: PAUL FITZPATRICK

Dead Or Alive or Dead On Arrival? With Tekken Tag's vast profile, established heritage and undeniable popularity, can DOA2 bounce into first place?

> Publisher: SCEE loper: Tecmo Players: 1-4 Release: December 2000

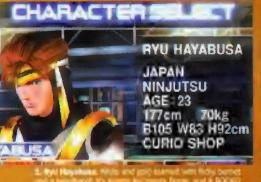
asuml is partial to her flaky pastry. Hayabusa is a 'super ninja aloof. Leon is a mercenary who likes nothing better than to potter in his garden, whilst Helena is torn between singing opera and tucking into blancmange. What could possibly unite such an unlikely group of well-rounded individuals? If your answer is wild eccentricity and too much free time you'd have a point, but no. If, however, you've plumped for owning huge wardrobes and kicking the face off of each other over multi-level environments, then congratulations. Welcome to the world of Dead Or Alive 2.

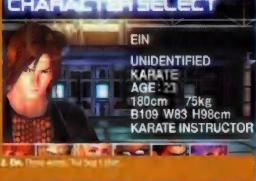
Fighter biographies aside, in the world of beat-'em-ups, the Dead Or Alive series has always come across as the tabloid to Tekken's broadsheet. This is not a comment on the fun to be had from the two titles, or their adherence to reality. Anybody who's played Tekken as a boxing glove wearing kangaroo will know that. No, it's really a matter of accessibility. So far in the respective series, Dead Or Alive has been loved for its simple control system that enables even the newest convert to perform blistering (and eye watering) combos almost from round one. The Tekken family, on the other hand, has a more complex control system that takes time to master, but is all the more rewarding for it. As a result, some gamers complain that Tekken is too challenging, while others claim that DOA can reward random button pummelling at the expense of skill.

And, yes, as with the PSone original, DOA2's development crew has concentrated on the female fighters' breasts slightly more than was necessary, giving each of them a selection of revealing costumes and ample 'bounce'. Nice enough, but somewhat distracting. You cannot deny, though, that this time around the fighters look better than ever. Fabric and hair echo their movements with breathtaking fluidity - Channel 5 fans will not be disappointed...

Swooping camera movements frame the dizzyingly fast fight action and show off some great arenas. It's here that DOA2

















There are hundreds of moves and combos to discover, from the completely ridiculous to the completely bloody ridiculous.

plants a well-timed punch on TTT by introducing interactive environments. Now fighters can be slammed against electric fences, thrown off balconies, or through windows, plummeting to new areas where fights will continue. It's a visual treat and a tactical plus, allowing for crowd pleasing WWF-style throws. Never more so than when you play the game in the new Tag Team Battle mode. It's not mentioned in the title, but DOA2 has joined the latest beat-'em-up trend. Choose the right partners and they'll pull off deliciously OTT moves on hapless opponents.

Although Tecmo is planning new modes, they seem more concerned with visual pleasure than gameplay. Still, you do get a Gallery, to frame your favourite victories, and a Watch mode, enabling you to sit back and admire the PS2 throwing polygons around. Story, Time Attack and Survival are also there. Controlwise, the developers have opted to stick with their intuitive three-button system, which makes for very fast fights with great combos - though life span may be compromised by the family weakness for giving victory to whoever bashes buttons fastest.

Will all this be enough to seriously threaten Tekken? As yet it's unclear, and TTT obviously has a head start. Even so, it could be a very close fight.

ON TARGET? DEAD OR ALIVE 2

Fighting fun doesn't come much slicker or in-your-face than the Dead Or Alive series. Now its on the PS2 with added Tag action!



GRAPHICS Fluid animations and

polished detailing but weak backgrounds.



GAMEPLAY Seduces early with Impressive combos, but will it last?



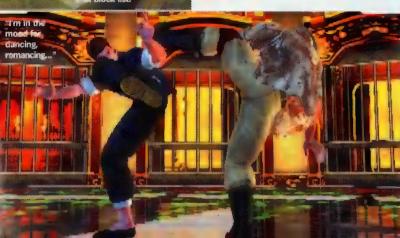
SPORTS BRA REQUIREMENT

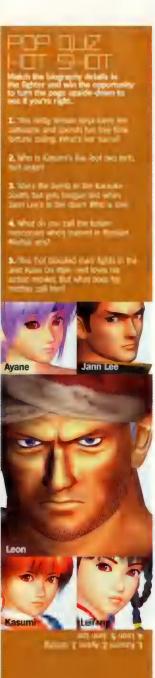
We don't really need to say, do we?





then hurl your opponent through it...











It wasn't the deadly kick that knocked him clean out. It was the sudden, awful smell...





DOA2 might have multiple costumes hidden away, but the Bonus Anorak mode is sadly lacking

First-person shooters have always been hot on big explosions. What they haven't been so hot on is big craters. Finally a game arrives to redress the balance.

> Publisher: THQ Developer: Volition Players: 1-4 se: Summer 2001

act one: Red Faction is a sci-fi first-person shooter from veteran gamesmiths Volition Software. Fact two: it also holds beneath its silicon skin the promise to be the greatest first-person shooter the world has ever seen. Why? To reveal the source of its potential power, a little detour into theory is required. Don't be afraid.

What makes a game good? No, let's put it a different way what divides a truly great game from the merely excellent? What fills its veins with the divine essence? What are the ingredients of the magical cocktail that we lazily dub 'gameplay'? Lots of things, of course - it is a cocktail, after all. But one of the most plentiful ingredients in the brew is 'Coherence of rules'. In other words, things must make sense.

If you gain a skill, it must be applicable in all situations from that point. A gun, if fired at a similar looking bad-guy, should hurt him. Hurling yourself onto an identical jump-pad must propel you to the same height. This gives the gamer two things. One is a sense of control - since the rules are constant, you can predict occurrences and thus display skill. The second is a sense of reality - the rules act like the laws of physics in our temporal realm. As long as the game doesn't cheat, you're lost in its Illusion.

All of which means that most truly great games, across all formats, have been set in imaginary, fantasy worlds. Make your game look too much like Earth, and we'd expect it to include the real planet's rules. By contrast, creating a more daydreamlogic potentially allows the gamer to accept anything.

Often, much-acclaimed PSone games set in the real world have fallen just short of the status of God-hood. You live on Earth. You know how it works. So why can't Lara shoot down a door? Why won't Jill Valentine jump in that truck and drive away? Due to the limitations of the technology, you're reminded that you're just playing a game, breaking the delicate imaginary spell that truly great games cast. Shame, eh?



NITERED

process that the control of the control of the talks us

Faction. Did you do much

more complete

How do you plan to handle with the in the PS2 with of Red for the and how does it

blow the floor from underneath them and watch tumble into line KG











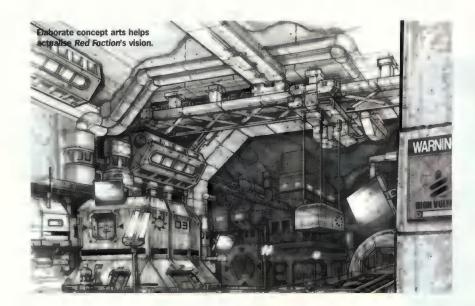
Aura effects on mustle lastics illuminate the immediate area (left); in multiplayer, a moment's are son less quels disaster fauntial; at its science prodomicales fright.

But, as admirers of the PS2 are fully aware, technology has changed. Which brings us back to 'Why Red Faction Should Be So Great'. The developer claims it's the first console game to apply the complete rigour of rules-coherence to a real-world environment. In other words, it will attempt to accurately map the physics of damage and destruction, like an anarchistic, Molotov cocktail-throwing Albert Einstein.

Basically, if you shoot things with a gun, you'll put a hole in them. If you shoot things with a big gun, you'll put a really big hole in them. The implications of this are as fundamental a change to the laws of ultra-violence in videogames as E=MC² was to bomb-making.

Don't believe us? Prior to this, a wall was an unbreachable obstruction, funnelling your progress in a set direction. Now you can simply prime a grenade launcher, fire it at the stony-face and create a smoke-steaming vent for you to climb through. Caught out in the open by cannon barrage while being peppered by machine gun-fire? Just dive into one of the craters for some improvised cover. There's a locked door in your way, ceasing progression until you locate the key? Pull out a rocket launcher. Fire. What locked door was that again? We don't see it around here. The source of all this game-magic is the Geo-Mod engine, which powers the game and allows its real-time 3D deformation. Which is games-programmer language for 'putting bloody great big holes in things'.

Naturally, the team realised what effect this increased realism could have on the player. One of their primary goals for *Red Faction* is to make sure the game provides environments that will truly draw the player in. To achieve this needs a well-designed physics system which can offer a degree of realism that has not been possible in the past. With this installed, players will now be able to interact with the world of *Red Faction* in ways they have grown familiar with from real-life experiences. That said, let's hope blowing doors off buildings and shooting people isn't part of our day-to-day activities.







The sub's lights pierce some Abyss-style depths (centre); the larger weapons are phallic delights (right).



While driving, a simple HUD conveys all the essential information, leaving you to apply the ultra-violence.



In moment of humanity, medic attends to the wounded while, all around, his comrades fight on.



Found yourself **a** dead end? No worries. Just blast your way through **a** wall – and into another area.



That first-person favourite, the remote-detonated mine, decimates the scenery in a blinding flash of white.



Hit, miss or ...

The missile launcher comes with II walls-o-meter, allowing to send without you clapping eyes in them



well as weapons you carry, sta ut the start was the start was a start with the start was the start w



Assasination fascination
The incrifie in an old favourite this time in can choose a two in in once Yum.



But, as the wannabe Stephen Hawkings among us have already noted, physics is a lot more that just the art of blowing things up with style and panache. Red Faction displays attention to a whole grubby paged, degree-level textbook of science. For example, consider its treatment of fluids. From water to lava, these all flow realistically, and their direction can be changed by the action of the player. For example, if you see an enemy patrol passing beneath a lava-filled pipe, a few rounds can divert a little magma conditioner onto their heads. Place a lump of explosive adjacent to a river and create your own private swimming pool.

Red Faction's attention to air currents is just as impressive, with air movement directly altering the particles in the environment. If a few stray slugs have penetrated a gas tube, releasing a billowing cloud of noxious chemicals, turning on a fan will send it streaming away. Stronger turbines affect heavier objects. For example, in one of the multiplayer levels, there are fans of sufficient power to send any grenades you throw into their flow hurtling off in a new direction.

To gain the desired credibility, Volition had to turn to the work of the scientific pioneers in this field. Textbook physics models have been applied to the game engine to compliment a real-time gaming experience for the user. Realism is something the team have sought to realise in *Red Faction*, but also to build a game where everything 'feels' right as well.

Even the more ephemeral effects can't help but astound. In a move that's sure to please inner-city vandals nationwide, glass breakage is modelled with astounding accuracy. When a bullet collides with the oh-so-delicate pane, a hole is first punched in the exact point of impact. From this puncture, cracks spread across the entire sheet before it shatters into the appropriately sized pieces which fall to the floor. So far, however, the most dramatic example of Red Faction's physics gone mad is the Das Boot-esque underwater detonation. When your submersible is detonated, the dull-glow of the explosion

briefly expands out before the crushing weight of the depths cause it to collapse on itself. It's disturbingly authentic.

Which leads us to another re-invention of the first-person shooter template that *Red Faction* offers us – the addition of functioning vehicles. In previous FPS games, vehicles and machinery have often been static models that the player uses for cover. They may be appropriate for the setting, and are often well designed, but they rarely add anything to gameplay. Not the case in this game. You will find a driller that bores through walls, or a submersible that allows players to reach underwater depths they couldn't ordinarily get to because of pressure. Or, as a nod to their previous *Descent*-related games on the PC, a hovering, heavily armed spaceship. All of which means that this is a game where you can never be sure if an object is just adding to the game's visual appeal, or if it may also serve some vital function.

Saying that *Red Faction* shows promise is somewhat akin to saying that a dropped nuke makes some kind of large disturbance. And come next year, the nuke that is *Red Faction* holds every chance of flattening the whole familiar cityscape of the first-person shooter. Here's to potential.

ON TARGET? RED FACTION

It's over half a year away and Red Faction already looks immaculately presented. With the physics stable, they'll now be working on the game.



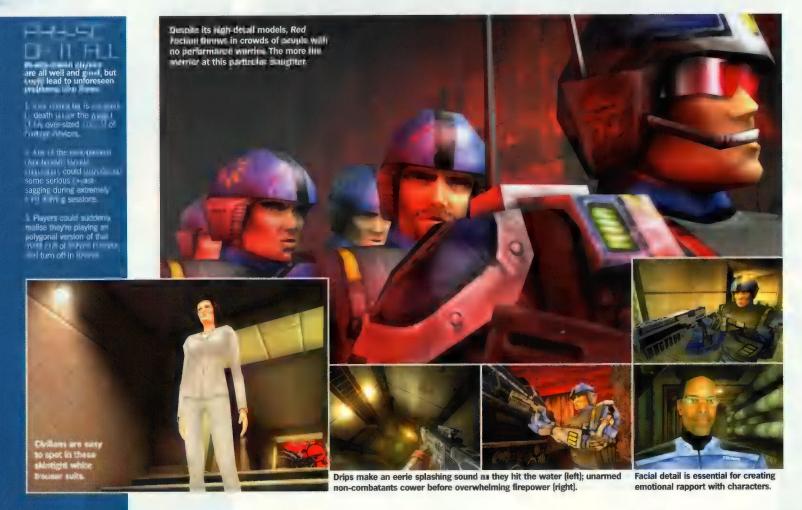
PHYSICS
Nothing else has ever simulated the world quite so gracefully.



GRAPHICSPromises
ground-breaking
graphics innovations.

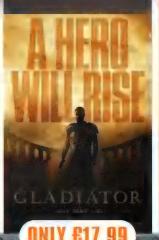


DELIVERY
Will all this integrate
into the FPS format?
Might it be too much?



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EPHEMERAL FIZZPATRICK FIZZPATRICK

Will Konami's innovative – and, in a shock move, musical – new fantasy adventure game give non-RPG fans reason to change their tune?

Publisher: Konami Developer: KCEJ East Players: 1 Release: Spring 2001 s every closet RPG buyer should know, there are a few things you can count on when purchasing one of these games. Troubled kingdom? Check. Reluctant hero? A cast-iron certainty. Turn-based battle system? Almost certainly. Bemani-style jamming sections with Guitar Freaks compatibility? Of course. Beautiful princ...

Hang on a minute. Forget the poxy princess. Bemani Jamming? *Guitor Freaks*? Clearly, there's something a bit strange going on here...

Strange, but also intriguing. Welcome, friends, to the world of *Ephemeral Fantasia*. It's your traditional role-player, sure, with plenty to satisfy the most skirmish-hardened fan. But at the same time, it's in the mood for dancing. Delightfuily, you play not some hardened barbarian from the wilds of Clmmeria, nor any of the other RPG staples, but a wee fella who goes by the decidedly non-threatening name of Mouse – no, not the Dorothy-befriending hero of *Tales From the City*, but an equally non-macho minstrel for hire. Your decidedly soppy mission: to complete a wedding song for the beautiful Princess Lorreilu, who resides in a lovely, sun-blessed island kingdom.

Sun-blessed, but hardly happy – and it doesn't take long for the newly-arrived Mouse to work out that her low spirits signify more than a case of pre-nuptial Jitters. With few clues and no obvious allies in sight, it's up to you to get to the bottom of the mystery before the whole event goes flatter than a warm mug of Asti Spumante.

Refreshingly, you'll be able to play Ephemeral Fantasia in a workable representation of real-time, with a vast cast of characters coming and going about their business with wilful irregularity. (An example: if you need to pay the blacksmith a visit, but it's after hours, you'll have to wait until the next morning, following some other avenue of inquiry in the meantime.) The idea is that this should encourage a more organic ebb and flow of events than is seen in the usual RPG. it



94A HISLOH HORGAM

For us, one of the most intriguing things about Ephemeral Fantasia is the way it works in reactime, but with a Grounding Day-style time loop effect...

Groundhog Day-style time loop effect... up game to so there's sense of the But what the Your II figure out II W III

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make him a he-man. Pf



Green of barnet and unlucky in love: meet the fragrant Princess Lorreilu.



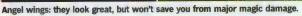














also forces the player to plan ahead and act strategically, rather than plough through events as fast as the story will allow.

And at the same time, by confining the area of play to a single - but sizeable island - Konami has reduced the need to artificially steer the player towards his next encounter. This combination of tight(ish) location and realistic(ish) time flow should, its creators reckon, lead to an impressive degree of ingame realism and freedom.

And that's more or less it, except - you didn't think we'd forgotten, did you? - for the role of your tuneful 'axe' in puzzle solving. It seems that there'll be points in the game where our minstrel hero will need to demonstrate his playing or composing skills to make progress or win friends. KCEJ East has made these sections compatible with Konami's Guitar Freaks peripheral, drawing on their music game back catalogue. (Fear not though, gentle bards, for the Dual Shock will work just fine if you're not so much fretless as entirely guitarless.)

All in all, then, a quirky, original and good-looking addition to the RPG genre. The big question is whether its mixture of disparate elements will (and please forgive us) strike the right chord with the not-usually-music-loving RPG crowd.

ON TARGET? EPHEMERAL FANTASIA

Ephemeral Fantasia is keeping its bigger innovations close to its chest, although the unique method of narrative steering is evident even now.



like, but your PS2



PLAYER A slow burning descent into mystery.



DOE-EYES

GRAPHICS Smooth and cartoon won't break a sweat.







(Above and left) The various fields of vision possible in Ephemeral Fantasia allow numerous ways to explore.







These three Egyptian-style fellas are www to start making your life hell real soon...



...as, we suspect, will this flying shark. But the third pic is mystery. Is it panto samon in Lorreilu's kingdom?

WORDS: PAUL FITZPATRICK

Games based on films are no shock. Games based on obscure Japanese feudal epics, on the other hand...

> **Publisher: Konami** Developer: KCEJ East Players: 1 : May 2001

inding inspiration for your game in the popcorn-flecked world of the movies is nothing new. Even the briefest of rummages through the bargain bin of videogame history should turn up hundreds of references - most, it has to be said, absolutely

hopeless. But what if the game was more than some bare-faced cash-in? What would happen, for instance, If the film's director actually took an active part in the making of the game?

With Konami's upcoming 7 Blades, a feudal slash-'n' -shoot-'em-up, that's exactly what's happened. Highly prominent in the game's development team is Kaizo Hayashi, director of the game's main inspiration, the Japanese historic adventure Legend of Zipang. But the game is no exact translation. Instead, it takes the lean meat of Hayashi-san's action-led film, combines it with all sorts of fresh narrative weirdness, adds PS2's hefty processing power, and leaves the results to simmer. The resulting dish is an unusual and intriguing one.

Loosely following the movie's basic plot, the player controls one of two characters sent on a mission to investigate the seizure of a foreign trading island off Japan, grabbed by religious fanatics. But as the game progresses, it becomes clear that the bad guys may not just be foreign to Japan, but to planet Earth Itself.

Our main hero, Gokurakumaru, is a particularly hard samural, trained in close combat with the titular seven blades, and sent to sort the situation out. He's joined in this by his agile partner Yuri, who's skilled with all types of firing weapon, which she can use in scattershot fashion, or with precision in first-person sniper mode.

The game is divided into sections that vary from hard fought slogs featuring multiple enemies to time restricted rescue missions. In other scenarios you must protect the life of your (non-playable) partner. But in practice, the real draw of 7 Blades is the opportunity it provides to take on up to 20 progressively more supernatural foes at once, armed with your collection of outsized cutlery.

The results seem pretty impressive. Even at this preview stage there is no noticable pop up, and the action flows with satisfying smoothness throughout. indeed, it even has moments of near-lyrical beauty memorably a shot of single cherry blossom petals, drifting gently in the breeze.

How 7 Blades will fare against some very similarlooking competition - like Koel's Dynasty Warriors 2, also previewed this issue - will depend to ■ large extent on how well its use of two complimentary lead characters works. That, and guite what extras movie man Kalzo Hayashi has managed to bring to the mix. Having sald that, full-on samural slashing action always goes down well. 7 Blades might not be subtle, but its marriage of frenetic action and atmospheric narrative has the potential to offer ninja five-star entertainment. \Box

ON TARGET? 7 BLADES Even at this relatively early preview stage, 7 Blades looks to be impressively fluid – and indecently fun to play.



ATMOSPHERE You can tell Hayashi has brought his movie magic along.



ENEMY AI Battles get cramped. Don't let the bad guys surround you



Now that's got to hurtl (And that, And, indeed that....

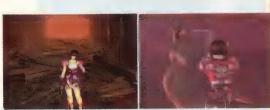








Gokurakumaru ain't exactly subtle. Here are a few examples of his crude-but-effective brand of sword slashing action.



Yuri's no bruiser, but she makes up for it with skill and agility.



The Horse Slasher - creator Atsush Horigami's favourite weapon.



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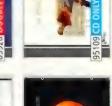




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WORDS: BEN LAWRENCE

At last, a game that does justice to superbikes. Namco marries *Ridge* to *GT* for real knee-to-the-floor racing... Publisher: SCEE Developer: Namco Players: 1-2 Release: December 2000

ith a new era in gaming finally upon us, it can be safely assumed that some of the old formats, ones which never quite made it in the past, will, at last, be given the technological means to do so. Superbiking is one such genre.

Captivating two-wheel action properly is something that sadly eluded the first generation PlayStation, but by way of compensation Namco looks to have motion captured a complete day at top bike racing circuits like Donnington, Suzuka and Jerez (the game includes five in all), then squeezed, condensed and coaxed them into every fibre of the forthcoming Moto GP. While it may still be too early to judge whether this has been completely

successful, things look very promising indeed.

Most noticeably (beside the throaty 500cc engines caning your subwoofers), the bikes possess a definite weight behind them, and realistic handling that is truly astounding - not to mention unforgiving. Your rider swings out with the bike and, as it clips the edge of the track, grit showers the heat-burned air. As well as responding like the powerful, fuel-guzzling monsters they are, each cycle is animated with pinpoint precision. Exhaust fumes, rider animation (down to slight foot adjustments on the gears) and the subtlest movements of suspension have all been taken into consideration. It's this attention to detail that gives Moto GP what no other console-based two-wheeled racing game has ever achieved - that vital 'just one more go' factor. It's exactly what PS2 was supposed to make possible.

The game's Simulator mode has also been deftly constructed. Whereas the Arcade mode allows you to make some serious mistakes, the Sim mode is utterly unforgiving. You actually have to learn the dynamics of bike. It's up to you to gently shift your weight, nudge the controls just so, and tease the throttle - otherwise your machine is likely to snap back, and send you hurtling towards a wall of black tyres. For the first time you will have to treat these machines with the respect they demand in reality, not just as two-wheeled cars, something that was so painfully the case in many past bike-based videogames

When Moto GP finally sees a release date, just before Christmas, it's hoped it will do for bike racing what Gran Turismo has done for cars. Whether it lives up to this accolade remains to be seen. Superbikes (either as a spectator sport, or to ride on the roads) remain very much a specialist taste in this country, and the choice of 32 authentic cycles to pick between hardly has the appeal of GT's burgeoning garage.

Similarly, the real-life featured riders - including Kenny Roberts and Max Biaggi - will probably be unknown to most of us. Looks like the game's going to have to rely on its realism, playability and five challenge modes (Season, Vs, Challenge, Arcade and Time Trial) to succeed, then. Lucky, it has the lot.

ON TARGET? MOTO GP

Virtually complete apart from conversion, Moto GP is looking fast, realistic and highly playable. Every bit the game we expected it to be.



As close as consoles have got to biking's breakneck speed



REPLAYS Truly stunning. You'll crash on purpose to watch the action.

To complete that arcade feel, the

rider's faces appear above the bikes.



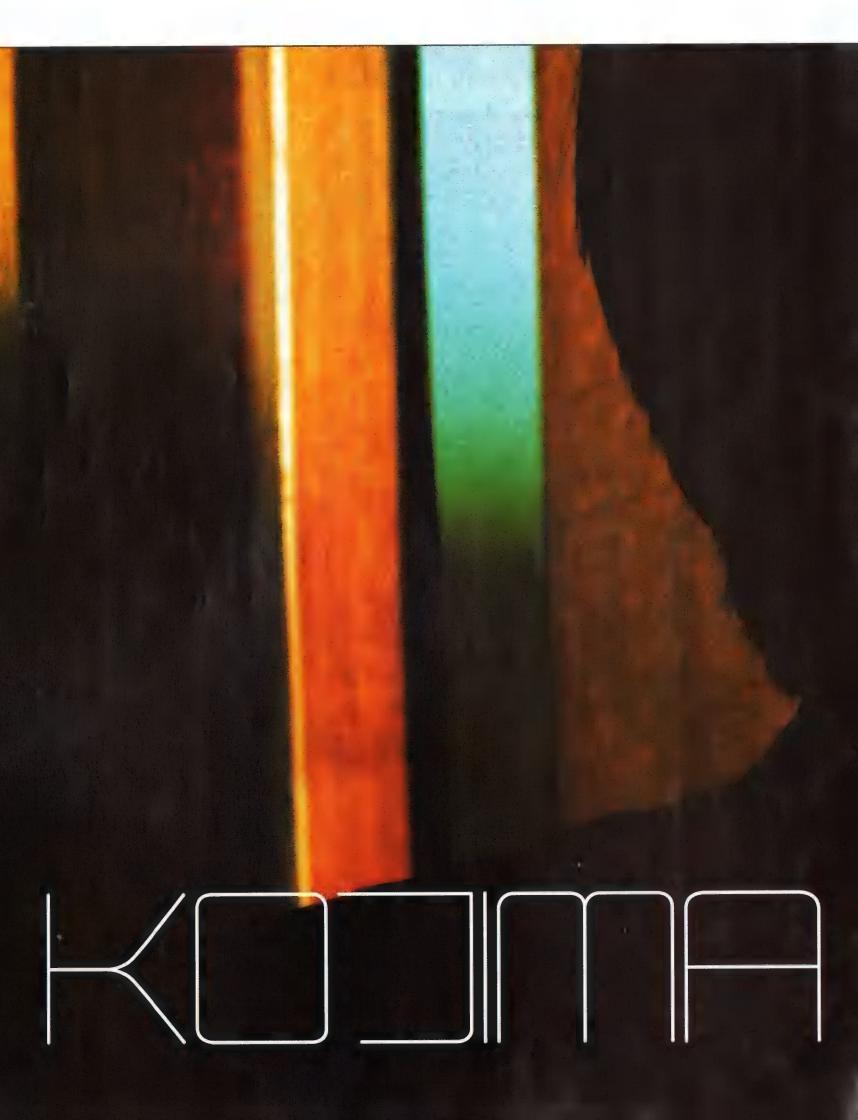
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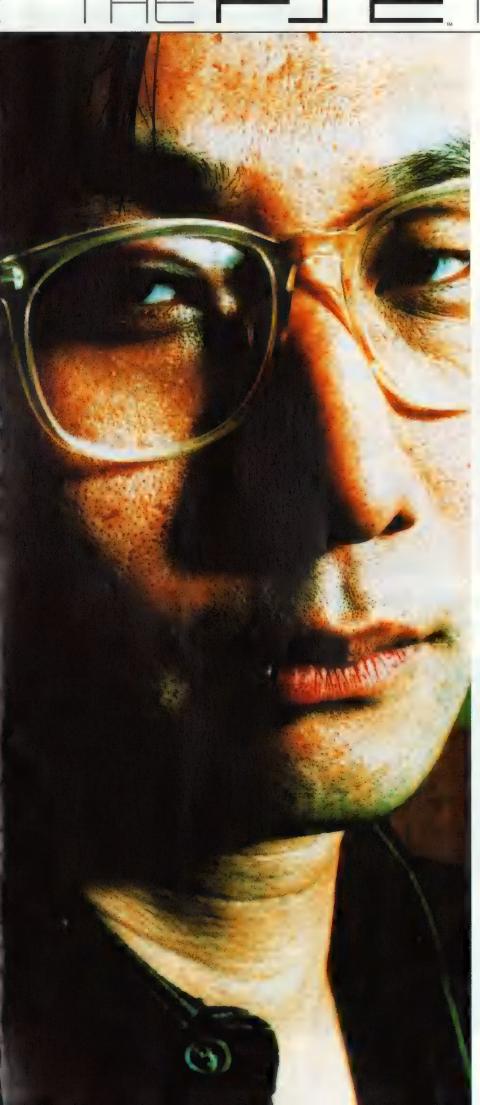


The crashes are so real,

you'll wince in sympathy.



PHOTOGRAPHY: MARTIN BURTON / WORDS: AMOS WONG



"I have an idea for something I call a 'raw game.' If you're not careful, once you reach 'game over,' it ends. You can never play it again. It's dead. There is no continue"

A mad idea? Or genius? If there's anyone pushing back the boundaries of gaming on PS2, it's Hideo Kojima, brain behind the forthcoming *Metal Gear Solid 2: Sons of Liberty*. Overcoming an unfortunate susceptibility to 3D motion sickness, he's busy shaping the future of cinematic videogaming...

His games are famed for their dank environs. His favourite bands include The Cure and The Sisters of Mercy, Could Hideo Kojima be one of that antiquated sub-species they call... goths? Hideo Kojima can't speak Japanese.

Tokyo Japanese', to be precise. Although born in the capital, he moved to the Kansai area (in West Japan) with his family when he was around three-years-old. "My father's from Tokyo but my mother's from the Kansai area," he explains. "When we first moved to Kansai, we always spoke the Kanto dialect – standard Japanese." Nevertheless, a linguistic shift to the Kansai dialect spoken by the locals was inevitable. Even after returning to Tokyo upon the establishment of Konami Computer Entertainment Japan (KCEJ) West four years ago, he still speaks in Kansai, requiring in few additional verbal somersaults from the translator.

Kojima-san joined Konami in 1986 as a game planner. Almost immediately he made his ambition known by directing the dramatic and detailed Metal Gear for an early Japanese home computer system, the MSX. Two years ago Metal Gear evolved into the amazing Metal Gear Solid, arguably the best PSone game to date. He's currently working on mech fighting game Zone Of The Enders (ZOE) and, more importantly, Metal Gear Solid 2. From early screenshots this game promises to be one of the best-looking games to grace the PlayStation 2, and crowd reaction when the In-game video was shown at the E3 game show was, to coin a cliché, "absolutely awesome." Metal Gear Solid is to action games what Gran Turismo is to racers.

Official PlayStation 2 Magazine met Kojima – also a keen amateur movie critic, as you'll see – at his Ebisu office in west Tokyo.

What first inspired your involvement in the games industry?

In my junior high school years I wrote stories and made 8mm films with my friends. I wanted to become a movie director, but I didn't know how to go about it. In the States, for example, you'd go to UCLA and major in Film. In Japan, however, it was quite frustrating, as the movie industry tends to be closed and hard to enter.

During my college days, Nintendo's Famicom came out. Before that, as far as I was concerned, games were purely for children. But when I saw Super Mario Brothers, Portopia Satsujin Jiken (an adventure game) and Xevious, I realised that while movies were certainly one direction I could take, I could also pursue my ambitions by entering the games industry.

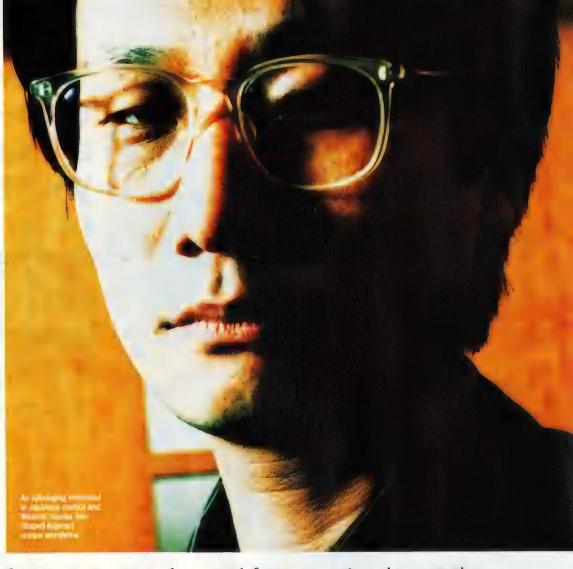
What were your parents' reactions when you told them that you wanted to create games for a living?

My father wasn't alive then, but my mother said, "Do whatever you want to do." She was fine with it. Then again, my friends and other people weren't too thrilled about my career choice. Even now they're teiling me to stop working in videogames!

Obviously they haven't seen the impressive trailers for ZOE and Metal Gear Solid 2.

They actually try *not* to see them. They stay away from games...

You're among the first generation of anime viewers. How big an influence has anime



"I guess the people of my generation learned from movies, but at the same time we learned a lot from anime, things that schools never teach"

(Japanese cartoons) and manga (Japanese comics) played in your life?

I used to live in Chigasaki in Tokyo. It was a very open place, close to the sea. But then, when we subsequently moved to Kansai, I sort of became an introvert. I closed myself off from the outside world to some degree, stayed at home and watched anime all the time.

The character Otacon is given a long speech in Metal Gear Solid in which he explains how anime has inspired him. Is he directly expressing your own childhood experiences? I guess the people of my generation learned from movies, but at the same time we learned a lot from anime. Things that schools never teach you, about human interaction, friendship, relationships with your parents and all that stuff. Manga and

anime were like our textbooks.

The interest in Japanese visual style, from anime to videogames, is probably at its peak in the West right now, with influences showing up in movies like *The Matrix*.

When these two different cultures met, I think it was very refreshing for both sides. That's probably why all the Japanese stuff is so popular in the West at the moment. There are people like *The Matrix*'s Wachowski brothers who grew up watching manga in the US, and then there are



















people like me in Japan, who've got really into American and European comics and animation. The same thing is happening in the games industry as well. Take *Crash Bandicoot*, which is one of my favourite games. When Mark Cerny came up with the first *Crash* game, I didn't think it was that great.

But from the second one onwards, he did a lot of research into good Japanese games for the playability balance. The end result combines really great American ideas with the player-friendly Japanese touch. Many American games tend to have good ideas, but they're rather unfriendly. It's like, 'Here's the game. Play it!'

As a big movie fan, what is your impression of Hollywood since the computer graphics revolution, particularly in the science fiction genre? Do you feel that too many contemporary movies are substituting CG in place of involving story lines and characters?

I believe that the story line is the most important element of the movie, over and above any special effects. But the great thing about Hollywood is that, aithough they spend a great deal of money creating movies, many of them become successful enough to be able to recoup their costs, so the next director, whoever he or she is, can come up with another movie. It's a cycle.

In the Japanese movie industry, it tends to be about directors realising their egos. They just want to create for themselves, and the films end up not recouping costs to distribute to the staff, or to the next generation of movie makers. In that sense I think Hollywood is doing a great job.

What are some of your recent favourite films, and which movies would make your top ten list? I always get asked this question and I can never come up with a list, but lately I've enjoyed Buffolo 66. Movies that would make up my top ten are those I saw when I was much younger. I guess that probably applies to most people. Movies you see during the formative years of your late teens usually are the most memorable ones. Although if I look back at some of those movies, they may not be as good as I remember.

With the increased graphics capabilities of gaming hardware, and the extensive use of computer generated movie sequences, do you feel that videogames face the danger of literally losing the plot?

For me, graphics, CG scenes – or even the story line – are not at the top of my list when it prioritise my work. The gameplay comes first and everything else follows, so I hope that model will prevail.

You have mentioned previously that the Nikita missile in *Metal Gear Solid* was a feature that could never have been implemented with previous hardware. Are you planning any similar advanced aspects to *MGS2* on PS2?

Well, I'm still in the midst of creating the game, so I really have no answer at this point. Typically, in the initial stages of development, we invent the most outrageous weapons and items for the player to use. Unfortunately, many of them either take up too much of the console's processing power, or they ruin the game balance, so we end up weeding them out.

We're playing with a great feature now that I fear is likely to be taken out of the final version. It involves being able to place your own surveillance cameras at certain spots in the game and view them remotely. You have four extra screens, but that means four times the processing!

Were you involved with the English dub of Metal Gear Solid? It seems that Solid Snake owes a lot to Snake Plissken from John Carpenter's Escape From New York.

Yes, that's true. I had to come up with a cool name for a spy who sneaks into places; actually the line 'Snake is back!', which we used in the Metal Gear Solid 2 trailer, is from the sequel, Escape From LA. I did listen to the voices during the audition for Metal Gear Solid's English dub, but I was too busy to oversee the whole process. By the way, David Hayter, who did Snake's voice, wrote the screenplay for the X-Men movie.

What games are currently your favourites? What are you playing?

Ape Escape and Pokémon! And Dynasty Warriors looks very good, though I haven't played it. It's definitely a game that could only be possible on PlayStation 2.

What's the appeal of Pokémon?

I can play it with my six-year-old son.

Do you show your son your work?

No, but his friend's older brother was playing *Metal Gear Solid* and I happened to be with him. He said it was dark and gloomy [laughs].

"No-one is claiming that all PS2 games are great, but there's always an opportunity for these games to create their own culture or subculture"

→ Metal Gear Solid was responsible for inspiring a legion of stealth-heavy adventure titles. Have any of them impressed you?

When I first heard of Syphon Filter I thought it would be a rip-off, but when I actually played the game – although I couldn't play too much because I get 3D motion sickness – I saw many things that we couldn't do in Metal Gear Solid but might want to implement in the future. The ability to switch into first-person mode and execute a head shot, or having the characters hang from girders. There are things we're doing in MGS2 that we simply could not have done previously.

What's your opinion on the state of the games industry and the direction in which it's heading? In Japan, people tend not to be adventurous. They will opt for something that's already popular. As a result, most developers create games that will appeal to the masses in order to guarantee sales – this model applies not only to games, but to music, film and many other industries, too.

A safe, formulaic game will very likely make decent money, and It will definitely help the next generation of game developers, but at the same time, there are so many different kinds of people out there with different tastes. The whole industry is going in one direction, and that's something I'm a little concerned about.

Sony has opened up the PS2 platform for all developers, whereas Nintendo is renowned for keeping it small, making a concerted attempt to create new gameplay experiences. Do you think Nintendo is the innovator here?

No-one is claiming that all PS2 games are great, but there's always an opportunity for these games

to create their own culture or subculture – there is no room for such culture with Nintendo products, which I view as toys.

There have been many complaints concerning the difficulties of developing for PlayStation 2. What has been your experience?

It's very difficult to develop for this machine – the hardware doesn't do any favours for you. It's basic. However, the more you experiment with your own software, the wider the variety of the possible results. Working with PS2 is therefore very interesting and challenging.

Do you think that the PlayStation 2's ability to play DVDs sets up the home movie industry as a direct competitor to videogames? A prominent game producer was quoted recently an saying his development team had bought loads of DVDs since getting their PS2 consoles, but hadn't actually purchased any new games. I've never played any games on my PS2 either. (Someone give this man SSX now - Incredulous Ed). All I do is use it to watch DVDs. However, I don't consider DVDs as a rival to videogames. There's no way that our games can beat DVD movies when it comes to graphical flair, but we can develop our own impressive visual styles while also providing an Interactive experience. In that aspect, we definitely have a big advantage over the movies.

I'm actually welcoming this phenomenon of 'game meets DVD', because I don't think game fans are necessarily big fans of movies. Most of the stories many gamesplayers have experienced come from RPGs, some of which don't have very sophisticated plots. The PS2 gives these players a

chance to watch great films from the past. Once they experience these works, they'll demand better stories from the games they play and this will create a culture of great videogames.

Does *Metal Gear Solid 2* include any features that will be able to take advantage of planned broadband networking?

We do have plans, but it's really up to Sony to realise these network systems.

The first, basic step would be to implement a system whereby players could exchange weapons via the Internet. My favourite idea is to have an Al program, or even a real person, to play Colonel Campbell or Mei Ling. They would monitor everyone playing the game, see how well or badly they're doing, and start giving advice on how to proceed in the game. They could even give tips on life and answer all kinds of questions. Obviously our programmers are the ones who create the algorithms of the enemies and boss characters, so it would be fun if they could actually control these characters in real-time and fight the player.

What other game genres are you interested in working on in the future?

I have an idea for something that I call a 'raw game.' A fresh game. If you play with it very carefully, it will continue for ten or twenty years – but If you're not careful, once you reach 'game over,' it ends. You can never play it again. It's dead. There is no continue. \square





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"IT'S NOT JUST going to be Lara Croft running around temples and tombs..."

When OPS2 Magazine spoke with Core Design's Operations Director, Adrian Smith, back in June, details were pretty minimal on how the buxom archeologist was going to make the leap to PlayStation 2. A working title of Tomb Raider: Next Generation was confirmed, along with the desire to free Lara from the archeological boundaries that have kept her confined to running, Jumping, shooting land not much elsel in her annual quest to empty Egypt of relics, and the lion's share of the animal kingdom.

Five months on and details are now leaking out about the game. Talking exclusively with Smith, here are the facts as they stand.

The technical PS2 demo of Lara Croft shown behind closed doors at last year's E3 expo was just that. The scenario showed a traditionally-dressed Lara running around a red-stone castle,



LARA:TO BE CONTINUED

Episodic gaming confirmed for Tomb Raider: Next Generation. First screens here.

surrounded by a water-less moat. This was simply an industry showreel, and according to Smith, doesn't in any way reflect the game's proposed content.

☐ This is almost the case again with the latest PS2 promo reel, unveiled at Eldos's recent pre-ECTS press conference. This scenario – stills from which are shown here for the very first time – shows Lara breaking into the Louvre art gallery under cover of night, avoiding security cameras Metal Gear-style and eventually stealing da Vinci's Mona Lisa. Set to a Prodigy-style soundtrack, Lara then avoids the Parisian riot police and makes off into the night. Smith revealed, "It's just a taste really. We see Lara ④







THE PLOT THICKENS

Tomb Raider: Next Generation might look good, but what's the story about?

While Tomb Raider: Next Generation's plot specifics remain under wraps, Smith revealed the game is a direct continuation of events in this November's PSone game, Tomb Raider: Chronicles. "We'd like people to get to the end of Chronicles and when they start Next Generation, it'll be obvious why we've done what we've done." Without giving too much away, the plot of Chronicles involves Lara's colleagues mourning her alleged demise. The game then splits into missions detailing previous escapades in Lara's life, before a not-exactly surprising revelation given the character's move onto PS2. How this leads into Next Generation is unknown, but Smith has hinted the plot will address how Lara adjusts to normal life after her close scrape with the grim reaper.

"Lara has re-evaluated her life after her near-death experience," says Smith. "But at the end of the day adventuring is in her blood and she will become drawn into a sinister plot. The way she deals with this is yet to be revealed. We can say that the game will be a totally new experience, so don't expect to see any of the traditional Tomb Raider scenarios and don't expect to see Lara dressed in her shorts and leotard. It's all radically different and we'll also be including some other playable characters...

→ being chased by both the police and the 'bad guys' in order to make people question which side of the law she's actually on. The characters in the showreel are all in-game, but most of their clothes will be changed. Lara's attire will also be different, but the overall level of detail of characters and background is representative of what you'll see in the final game." Similarly, Tomb Rolder: Next Generation is not the finalised name. Smith confirmed, "Next Generation has just stuck with us. It's a terrible name and we're working on alternatives..." One thing that is certain is that the game won't be a Tomb Raider, as Core takes Lara Into new scenarios. One solution is the franchise being renamed 'The Adventures of Lara Croft'. ☐ Moving from an original spring 2001 release, the game is now slated for more towards the end of the year. Lara herself is currently being remodelled by Tomb Raider artist Mark Donald for PS2. According to Donald, "She's been completely remodelled (because) she's looking pretty dated. The detail's gone up significantly and while her new outfits are still very much In development, It's going to be more than just Lara in her old costume. As the artist, I'm looking to make her more sexy-looking. She will be fully facially animated with lots of talking and so on, and, technically, the character will be fully articulated. We're having to take what has been FMV technology and put it into the game because PlayStation 2 can handle it." ☐ Thought has also been given as to the ways in which gamers can interact with Lara. It recently emerged that the way you play the game will 'affect the type of Lara you build'. One example cited by Smith was that if you concentrated on making Lara run, she would become more proficient at running. Again, make her continually climb and she'll become a better climber. Smith explains: "In the later levels you may need honed skills to reach

secrets or to get through a certain door."

☐ Most excitingly, Smith has confirmed to OPS2 Magazine that the next Tomb Raider will not take the usual route to the shops. While gamers will buy the game from stores as per usual. Core Intends to make Tomb Raider: Next Generation the first PS2 game not to simply spawn traditional sequels, but rather use the PlayStation 2's online capability to 'drip-feed' out new adventures, locations and characters episodically. Episodic entertainment has oft been mooted as the next stage in game distribution and a stepping stone to broadband distribution of PS2 content - another example suggested by Sony insiders has been an episodic release for the Drag Strlp mode that has been promised for, but never materialised in. Gran Turismos 2 and 3.

Tomb Raider: Next Generation could open the floodgates for this new form of distribution. In the past, 'mission discs' – budget add-on discs with new challenges and modes – such as Grand Theft Auto: London have been released for PSone. Core, however, intends its content to be than just new levels, or the patches beloved of the PC Quake community.

"We hope to release extra Information about plot, characters, and possibly even extra levels via (online) downloads," confirms Smith. "This information will not be vital to the main plot but will be there for the fans who want to find out as much as they can about the characters in the game, and why certain things have happened. We will be releasing several full games, but at this stage we're uncertain how long each will take to develop so it's difficult to predict release dates..."

These are busy times for Core Design. This March sees the release of team-based sci-fi action-adventure *Project Eden*, followed by animated herding game *Herdy Gerdy*. We'll bring you exclusive reports on both these games, plus more on Lara, next issue.

MG





Queues form for the Japanese launch of PS2: the UK pre-ordering system will prevent scenes like this, though arguably makes it all less of an event.

ATION 2: HERE AT

Welcome to the biggest UK console launch in history...

FINALLY, AFTER WHAT seems like a lifetime of waiting, Sony's 128 bit super-console is to be launched in the UK on 24 November. Keen gamers have eagerly signed up for the first batch of PS2s via 200,000 pre-order forms, distributed to retailers on 7 September.

Though details of the exact number of PlayStation 2s arriving on these shores in time for the first day on sale remain sketchy, Sony has confirmed that at least 100,000 will find their way into people's homes immediately, with another 100,000 units arriving in the weeks following. Everyone who has returned a form will be kept up to date on the whereabouts of their personal PlayStation 2, and Sony hopes to fulfill all the pre-orders by Christmas. As for people who wish to order a PS2 now, several chains, including Argos and MVC, still have supplies of pre-order forms, and Sony hasn't ruled out releasing more before the New Year.

Retailers and gamers have mixed feelings about the way that the pre-order system has been organised, with grumblings that Sony should have provided the UK with a greater number of PlayStation 2s. Bart Saunt, Head of Games at Virgin Megastores, feels customers are confused by the system, and that Sony should have used a combination of pre-orders and release-day scramble to create more of an event. "I'm a little concerned that the launch day will come and go like a damp firework," he told us. "More of a pop than a bang."

For its part, Sony says it's genuinely keen to pack stores with PlayStation 2s, but simply can't manufacture enough - Japanese gamers are still snapping up around 200,000 machines a month. "This is primarily about selling software in the long run," commented President of SCEE, Chris Deering, "so it's about getting as many PS2s out there as we can."



Big in Japan: but four times as many PS2s will make it to the UK launch as PSones did.

BLUE LINES

Paper pooch Paruppa The Rappo, has been given his own animated TV show, starting next April on Japan's Fuji Network >>Blood letting oriental masterplece Tenchu Is rumoured to be in production for the PS2, tentatively called, surprisingly, Tenchu II >> Epson has revealed card creation software for PS2, as well as PM-820 printer compatibility >> Acclaim has confirmed Shadow Man 2: Second Coming for PS2







Commandos 2 mm be viewed from four perspectives. Entering a building fires up an interior view, which can be rotated in 3D.

JARGAM

Commandos 2: This time, it's war.

RELEASED ON THE PC in 1998, Commandos was a real-time strategy game unlike any other. Rather than the usual scenario of controlling huge legions of men from on high, the squad-based Commandos focused on explosive war action as a small group of Allied troops took on the might of the Nazi empire. Players steered their team around occupied Europe, positioning them tactically or causing carnage (according to each commando's

abilities) before calling in the reinforcements by 'jumping' into another commando. Fused with beautiful environments, challenging scenarios and very intelligent gameplay, this 'swapping bodies' technique saw Commandos sell over a million copies.

Thankfully, Spanish developer Pyro Studios has decided the mouse-and-keyboard crowd shouldn't have all the fun, and is developing Commandos 2 for PS2 concurrently with the

PC version. Commandos 2 is again based on a squad of Allied soldiers taking on Nazi and Japanese troops in WWII, but game scenarios are now adapted from famous war movies working level designs include Colditz, Saving Private Ryan and The Bridge on the River Kwai. New characters have been developed too, including a 'temptress' and a trained dog. New settings include an arctic-based sub, an aircraft carrier, and a tropical island.

FIVE movies currently being developed as games

»The World is Hist Enough



Due early next year, EA forget the PSone's risible Tomorrow Never Dies for a full-on Ougke-hased

shooter with top reaponry, special effects and a storyline better than all your other first-person affairs put together. That said, it is pretty likely you know what the olot is by now It's got # bomb in it. And Begbie. Further reading: www.007.ea.com

»The Blair Witch Projects



A three-volume film-spawned compendium is on the way from Gathering of Gathering of Developers/Take 2 - namely, Rustin Parr, The Legend of Coffin Rock and The Elly Kedword Tale. Gameplay is described as Resistyle, with the accent fillting from Characteristics occupied. Note that this

adventuring to combat. Not that this matters as, despite initial reports that the trilogy was PS2-bound, news has dried up. Something to do with the lack of hype for the movie sequel, perhaps? Further reading: www.godgames.com

»The Matrix



prospect that was Metal Gear Solid's Hideo

Matrix licence has now gone to Dave Perry's Shiny Entertainment - home of Earthworm Jim, Wild 9, RC Stunt Copter Messigh liate, cancelled for PSonel and Sacrifice (late for PC).
Further reading: www.shiny.com

»The Lord of the Rings



Electronic Arts and New Line Cinema and said to be near to 'completion' on the movie licence beating off

Activision and costing EA an alleged \$10 million. Peter Jackson's long-awaited orc flick (starring Ian McKellen and Elljah Wood) is on the way in late 2001, so expect a game around then. That said, If the usual year-long wait for Bond licenced games is anything to go by...
Further reading: www.ea.com

»Harry Potter



Licence-savvy Electronic Arts again, and its inked deal to develop games on all four Harry Potter books plus the upcoming zillion dollar movile and any sequels EA's press site talks of

any sequest Eash press site tains of hydractive magic, and working closely with JK Rowling movie director Christopher Columbus and, of course, Warner Bros Consumer Products'. Further reading: www.ea.com

HVE game movies we wish we could forget...

Super Mario Brothers/Bob Hoskins In The Long Good Friday, good. Bob Hoskins as bloated plumber with dubious facial foliage and neon dungarees, bad, Very, very bad.

Street Fighter/Risible straight-to-landfill stinker with all the pathos of chopsocky stinker in freshly-laid stool.

Wing Commander/How the mighty are fallen. Hamili, hang your head in shame.

Tron/Okay, so the Moebius designs were cool and the resulting arcade ga were ace but baby boomer nost can never redeem the rest of it.

Mortal Kombat/Actually quite good. But is that the best we can really hop for: 'quite good'?





PS2's Zelda-beater moves ever closer. Welcome to the world of Dark Cloud.

WHEN DARK CLOUD was first demoed on PlayStation 2, way back in September 1999, it had all the trappings of a standard RPG but with an incredible world-building option. Viewed from an overhead perspective, the central character ran around an island dropping 'building blocks' (houses, streams, trees, windmills and so on) from which he could then construct a village think Final Fantasy meets Sim City. Best of all, the player could then instantly zoom into the village in real-time and interact with his new surroundings in full 3D - entering buildings, running over bridges and so on. Named the Georama system, it looked fantastic, but without any further details, it was merely a gimmick.

A year on and Dark Cloud has built on its early promise to become one of the mosteagerly-anticipated titles developed by Sony Japan. A demo disc distributed at September

2000's Tokyo Game Show plus early playable levels revealed that it now plays as good as it looks. Cloud now includes all the elements required of a quality RPG adventure - full-on battle sequences, challenging puzzle elements, detailed environments (including superb water and flame effects) all set in a vast game world.

With combat play reminiscent of Square's Vagrant Story and the N64's Legend Of Zelda, Dark Cloud revolves around Toran, a young boy who travels the world on a mysterious floating island. Toran's task is return the Island to its original place but to do that, he must take on the evil kingdom that threatens the village he has created. Our hero must fly from his island to surrounding areas, gaining information, making allies but also making enemies...

Further details are due before the new year, so expect more on this stunning game soon.





A mini-collection of uncoming PS2 games



TG Dare Devil Publisher: Kemco Release Date: 24 November

Action racing game with two-player option that takes you on daring missions around city streets in New York, London, San Francisco and Tokyo



Unreal Tournament Publisher: Infogrames Release Date: January 2001

Violent, bloody conversion of the PC first-person shooter classic featuring new maps, smoother animation and four-player splitscreen deathmatches



Rayman Revolution Publisher: Ubi Soft Release Date: 24 November

The limbless cartoon platforming Frenchie makes his debut on PS2, with fluid animation, tricky puzzles and those lovely lums



Theme Park World Release Date: 24 November

Fairground-sim where players can create their dream or nightmare amusement park, then visit the rides in 3D.

-THE WOR THIS MONTH RUSTRALIA ROUND THE PLANET, WITH VIDEOGAMING IN MIND



Australia has a population of almost 20 million, and 1.5 million of those PlayStation manuar - a massive penetration, given that nobody seems to spend much time indoors.

SIX AMAZING FACTS ABOUT AUSTRALIA

1. In 1967, Australian Prime Minister Harold Holt went for his usual morning swim off the Victorian Coast and was never

found in Australia. However, with advances in antidotes people rarely die from snake or spider bltes. Drowning is much more common.

How could Australians possibly get over the Sydney post-Olympics blues? Well, perhaps the launch of the world's most eagerly awaited entertainment system might do it.

But unfortunately for our beerloving cousins, it appears that only 40,000 of them are going to get Sony's new baby before Christmas. As in dear old Blighty, the main whinges down under are 'Why aren't there more PS2s on sale?' And 'Why do we have to cough up more than the Yanks?' It seems a mere 12,000 miles isn't far when it comes to issues regarding PS2.

> 3. The most popular house name in Australia is Kia-Ora. Also an orange drink found in English cinemas during the seventies and eighties

those who miss out. It's usually in the thirties from November to February, so Christmas isn't quite as big for the Australian videogames industry.

5. One of the biggest chains of department stores in Australia is actually called Grace Brothers.

But even though demand is big,

there isn't ■ UK-style blanket pre-order

policy operating in the Antipodes. A

few companies, such as Electronics Boutique, are going to employ this

method, but it's entirely up to retailers

Instead, Aussies are going to employ

the tried and trusted method of long

queues, followed by a shrug of the

shoulders and a 'No worries' from

and most aren't going to bother.

6. John 'The Voice' Famham is still very popular

Australia's Top Ten

PlayStation 2 games

2. Gran Turismo 3

4. TimeSplitters

5. Ridge Racer V

6. SSX

3. Metal Gear Solid 2

1. Tekken Tag Tournament

7. Tony Hawk's Pro Skater 3

8. Unreal Tournament

9. Final Fantasy X

10. WipEout Fusion

most wanted



BLUELINES

Simpsons guru Matt Groening has confirmed that the animated sci-fi comedy series Futurama is coming to PS2 via Unique Development studios and Fox Interactive »Three 'classic' animated arcade titles Dragon's Lair, Dragon's Lair II: Time Warp and Space Ace have been resurrected for the PS2 in the USA by Digital Leisure »Namco's sword-slashing sequel Soul Calibur 2 is on its way to PlayStation 2 via Sony's new arcade board System 246 »Stylish, urban action PC game Oni is to be developed for Sony's baby by Rockstar.



HEROES FOR	HIRE Which	comic book t	neroes will so	ore bigon PS2	77
	In the comics	In the game	Zap! Pow! factor	Back to the drawing board	Hitting the shelves
	Mild-mannered reporter by day, near- omnipotent übermensch by whenever- he-swaps-his-sult-for-Lycra-Ilmjams. It's Superman. You know the score.	Infogrames has confirmed that an action-adventure title is in production. Insiders say to expect a game much like Spider-Mon on PSone ibut with flying and other cool Super stuff instead of websl.	A first-person flying option, environments laid to waste by Heat Vision # la Red Faction, the chance to snog Lois Lane, guest appearances by other DC Comics characters. Ned Beatty as Otis Jokay, maybe notl.	If it's anything like the PSone version by Titus. Pass the Kryptonite and put that Bizarro monster to DEATH.	Late 2001 is a recent guestimate, with sequels to follow sharpish (especially if that Superman Lives movie ever gets off the ground).
Batman	The Dark Knight, the Caped Crusader, the borderline-psycho-who-hoots-seven-shades-of-brown-stuff-out-of-baddles-but-hangs-round-with-young-boys-in-red-shorts	Ubi Soft picked up the licence last year and promises two PS2 outlings – one based on animated toon not. The Adventures of Bottman and Robin, the other adapting Frank Miller's The Dark Knight Returns graphic novel.	The two best modern treatments of Batman deserve two cracking games. Ubi Soft has released no details as yet, but expect the stylised designs of both versions to make m smooth transition to PS2.	If Bat-Mite, Bat-Hound, Batwoman and Shark Repellent Bat Spray appear on any press release. Although Batgirl, we like. A lot	The rumour that Miller's Dark Knight (or similar Batman: Year One) could be the basis of a new Batman film might lead to an official move licence for the second game. As for the other, no Bat-Idea, no Bat-Channel.
lari	Climbs walls, spins webs, has wobbly lines around his head whenever in danger, appears in naff Seventies TV shows. Does whatever III spider can, basically.	The success of Activision's ace PSone game means two new Spideys - one, a game sequel from original creators Neversoft, 'revil under way' according to Activision]; the other, a licence for the Sam Ralmi-directed movie.	The original game was a cracker, if a tad short. PS2 boosters will demand more story, less platform action and new features – first-person views while swinging could be a winner.	if it's just a tarted-up version of what's gone before.	Only Raim! knows for the movie tie-in, and late 2001 for the PSone update.
(-Men	Mutant superteens with buckets of angst, heartache and soap opera appeal. Like the movie really, but without the S&M clobber.	While the PSone games have been risible licences, PS2 could mean a new lease of life. A megabucks movie sequel (hopefully) means tighter control on game quality. Mutant Academy owners will know it needs it.	Activision promises two PS2 games, a fighting game and an action RPG – and with the movie's PS2-friendly Matrix effects and cool image, we could be the winners. Unless Magneto shows up and goes all funny.	If it's anything like the previous efforts, basically.	Next year again – although keep an eye on the gossip columns for movie news.
	Claws, temper and III top barnet makes Logan the most popular X-Fella In both comics and on the screen. 'Snikt', as they say.	An action game been promised by Activision, but details are sketchy. Talking to ps2.tign.com, an Activision spokesman said. "We think it could be a stealth game, sort of like a modern Tenchu, but with action aspects."	The claws have it, basically, especially if the <i>Tenchu</i> Idea comes through for our fave Canuck	If they don't get the 'snikt' sound effect right. Or omit the word 'bub'. Sorry, we're purists.	Wolvie is currently scheduled for a November 2001 release.
Spawn	A hybrid of Batman, Darkman and a putrid pile of rotting flesh.	Todd MacFarlene's haunted tragi- zombie hero has already 'spawned' a movie (bad) and 'Psone game (worse). But a new films on the cards, while the Capcom-made coin-op, Spawn: In the Demon's Hand, will come to PS2.	Think multi-arena Quake Think four- player Deathmatch. Think ultra- violence, Capcom-style. Think those three things with Spawn and a load of guns in them.	Reports from Japan say that the Dreamcast version looks good, but is let down by poor controls and camera. Fix mel	Out in Japan for Dreamcast, creator Todd MacFarlene hinted at a 2001 PS2 release on his Web site [www.spawn.com]. We shall see.
lustics Leagur of America	The Greatest Superhero Team Of All Time: Superman, Batman, Wonder Woman, The Flash, Green Lantern, Aquaman, Everyone Else Ever.	Imagine our surprise when we spy at www.wezanimations.com ii 3D model of The Flash, under which it says, Justice League of America Game for PlayStation 2. Flash modelled and textured for USA Game Developer	All those heroes, all those villains, the chance to play as J'onn Jon'zz, the HQ on the moon, the Atom's little chair Everything really.	Another trip to the Web site and while the image was still there, the logo underneath wasn't	We'll leave this space blank for your own comments.
	Big chin, big fists, bigger gun The man who brought justice to the Cursed Earth is back.	UK developer Rebellion bought cool Brit comic 2000AD in July, securing rights to over 700 characters including Dredd, Strontium Dog and Slaine as well as rights to publish the comic. Expect the Judge on PS2 next year.	Rebellion's technical director Chris Kingsley has said he's like 'a kid in a sweet shop.' but aims to 'concentrate on quality land! the essence of the characters.' Ultra-violent third-person shooter with Lawgiver action it is then.	If Rebellion has a collective aneurysm and think Sly Stallone over Clint Eastwood. Or just update 1998's PSone lightgun game.	Expect 'Here comes the Judge' headers sometime late in 2001.

TWIN FREAKS

David Lynch directs bizarre TV advert for PS2 launch. Exclusive on-set report from The Third Place'...

Over 5-7 October, in a warehouse in downtown Los Angeles, feted *Twin Peaks* director David Lynch directed the launch TV advertisment for PlayStation 2. Building on a reputation for provocative ad campaigns, Sony commissioned a script and treatment from TBWA – the noted ad agency employed by high-profile clients including Apple, Absolut, FCUK and, of course, PlayStation. Previously responsible for the award-winning FI-FI ("Land on your own moon...") and Double Life ("I've conquered worlds...) campaigns for PSone, TBWA's Creative Director Trevor Beattle was looking for a director to push the boundries for Sony's new machine.

"It was fantastic," says Beattle. "It's one of the greatest moments of my professional life. I've grown up with Lynch's films. When I first saw *Blue Velvet*, it lived with me for weeks afterwards. To actually find myself standing there with him, recreating something from my Imagination was a genuinely freaky moment."

The launch campaign is based around the concept of The Third Place', with an aim to continue the theme for the PlayStation 2's first few years. It's a buzz phrase that's been doing the rounds recently, but that hasn't deterred Reattie or Sony.

"It's a notion that has been talked about. I've seen it written about Starbucks, which is somewhere to go before you go home," continues Beattle. "That's not what we're talking about. We're talking about a Third Place of the mind – not a physical Third Place. When you play PlayStation 2, you are in the Third Place. When it's been described journalistically, it's been described as a shop or a gym or a bar. We're saying that ideas of what it is will come and go, but what will never go away is The Third Place itself."

"This place exists. It has academic theory to back it up," continues Darren Carter, Marketing Manager for Sony UK. "The theory Is that you're at work and you're at home but there's a place that exists where you define what you want to do in it, rather than it being defined by your work colleagues or your family. It's been written about bars and cafes but PlayStation 2 subverts the whole concept of what the Third Place should be. I'll paraphrase the concept but, 'It's not simple place, it's not easy space, it's not mental space, it's not physical space but it's whatever you want todefine as being your Third Place. You define what you want to be in it and have around you.' Now, that doesn't mean that it's

comfortable because the whole point – and the response we want to get from the ad – is that it's an excited fear, a new unknown. It's something you're unsure of but, during it, you think you're going to like it."

The choice of David Lynch to realise something open to such wide interpretation is obvious, given the Third Place's reliance on pregnant imagery and references. The Montana-born director has directed adverts before, including high-profile spots for Calvin Klein, Armani and Adidas – all of which have come with his avant-garde cinematography and unique vision. Beattie promises that "Lynch is as excited about the project as he is about anything he does," and our early glimpses can only back up his claims.

So what does this 'Third Place' look like? Official PlayStation 2 Magazine was on-set in Los Angeles for Lynch's shoot. We're sworn to secrecy until next issue's feature on how Sony plans to market its still-ambiguous vision for PlayStation 2, including exclusive interviews, photography, pre-production sketches and an Insight into Lynch's workings, but we'll let Beattle reveal a titbits: "When people see a shot of a man's arms coming out of his mouth, they'll react..."

shorks

»EA has secured the rights to publish the much anticipated Quake III Arena on the PS2, ahead of Activision. The first-person shooter will be up against some considerable competition from the likes of Unreal Tournament and the brilliant TimeSplitters, but III it's anything like the Hammerhead conversion of Quake II on the PSone it should be in blast.

»Square/Columbla's stunning and much anticipated Final Fantasy movie, starring the voices of James Woods and Ving Rhames, has currently cost the companies a staggering £115m. The animated epic, being currently rendered in the Square's Hawali studios, is due for release later noot year.

»If you MMM longed to sell your idea for a PlayStation game or character, then Imagine Your Way To M Fortune could be the book to turn those dreams into a cash-raking reality. Featuring everything you need to know to turn your crazy videogame ideas into lovely moolah, the book will be published in the UK by Ace Images at ■ very reasonable \$12.99.

»The forthcoming Maria 2 from KOEI is set to beat its predecessor in every way imaginable when it's released in Japan next March. With spells and magic now complementing the game, Kessen 2 has also been blessed with a naw 'Crowd Control Engine' which allows 500 warriors to simultaneously flight on-screen.

»Driver 3 is in development for the PS2 and will see a release sometime late next year. Speculation about the story line revolve around four garge vying for city territory. As Tanner, you have to earn the trust of all the hoodlum posses and simultaneously bring them all to justice. Meanwhile, Reflections' other PS2 title, Stuntman, is still on-course for a spectacular late 2001 crash.

»Golden oldie block shuffler Tetris is to make its debut on the most powerful home entertainment system in the world courtesy of THQ. The series has so far featured on over 22 different systems, ranging from the PSone to mobile phones.

»Taking it's inspiration from Sega's III Wheeler, Namco's catchily titled Truck Maniac Concerto follows almost exactly the seem premise of delivering cargo, but PS2 owners will be able to paint their wagon — III to speak — and an automatic evasion system will avoid squishing animals and people. The trucking-sim is scheduled for release in Japan on 14 December.



PHOTO: PIERS HANIM



3) THE THEO-KIT So what's a Medi-Kit then?

known health or sometimes just is n restore energy, a bit Ia II - and allow to that red II at the These turn it green.

And where can you find them?

the floor solution as the floor solution is the floor solution in the floor solution in the floor solution is solution.

What do III+y look like?

ita un saus a la substitució la la like Igna un la comina la la la la comina yre a white box with a cross on varieties have cross That Are Darker Than The Other

So may re pretty good things, all in all then?

but an out if you see

What if they didn't exist?
Without them, Croft would be dust
that the didn't exist.
Wards.

And more than likely die by the sword, in the samurai styled Kengo.

WHERE THE MAJORITY of today's driving and sports games aspire for realism, beat-'emups rely on pyrotechnic effects, impossible combos and the ability to laugh off attacks that would ordinarily leave you in an ICU for the rest of your days. Samurai fighter Kengo is different. The weapons are simple, the action is deliberate and the attacks short but so very deadly

We've seen this style before. Lightweight, Kengo's developers, worked at Square on the cult beat-'em-ups, Bushido Blade 1 and 2. Set in feudal Japan, those games were dogged affairs where, as in real life, a single stroke with a katana would kill you. No time limit, no special moves, no life bars - just one hit and out. Kengo will see Lightweight bring its trademark swordsmithery to PS2 with a mix of sword skills and medieval stylings. This time, however, the learning curve won't be quite so steep, as Kengo now comes with health gauges.

While not as forgiving as those in, say, Tekken Tag Tournament, these do remove the instant death 'appeal' of Kengo's predecessors. Fighter stance and button combos still play a key part in the proceedings, as does the area of your opponent that's injured: arms and legs can be targeted individually. However there are still certain attacks that will drain a life bar instantly. Evade moves are included to avoid such a fate.

Early reports suggest the one-player mode has also received makeover, with more emphasis on character, story line and even career-style mode for your warrior. Early footage reveals lush backgrounds, realistic facial animation and the retention of Bushido Blade's honour system - fight dishonourably (ie, stab people while their back is turned) and the game will penalise you

Kengo is expected to hack its way onto the shelves next spring.

剣士選択

The arcane ways of the bushido masters, coming to a custom bamboo-covered PS2 near you...

CHARTS

How we think the Top Ten will look. Real figures next month.

AT NUMBER ONE

Namco has used the last seven months to ensure that the UK version of TTT runs smoother and looks sharper than the Japanese release. It's an ace game, but even option can't hide the fact that this is more Tekken 3.5 than Tekken 4. But gult your carping - the world's finest beat-'em-up is back. Copies will fly, trust us.

1. TEKKEN TAG TOURNAMENT

Publisher: Developer: Nameo The King of the Iron Fist Tournament returns. We like it, you like, they like it and predict a number one smash.

2. RIDGE RACER V

Publisher: SCEE Developer: Namco A huge legacy and those fashionable Japanese supercars could tempt Mr and Mrs Punter. Then again, Type II didn't set the charts on fire

3. SSX

Publisher: EA Sports Publisher: EA Sports
Developer: EA Sports
Break-neck speed, theme park
slopes, endless replay value
and num reviews give this
fantasy snowboarder a place
near the charts summit

4. SILENT SCOPE

Developer KCFO Furlously addictive at first, but this could be a tad on the short-lived side to maintain its chart position.

READY 2 RUMBLE:

ROUND 2
Publisher: Midway Developer: Midway Developer: Microway
Fantastically playable and
fantastically funny, R?R:R2 will
do well – good reviews [and ■
good few deserters from
Dreamcast] will help.

7. RAYMAN REVOLUTION

Developer: Ubi 5-11 The first platformer for the PS2 just happens to be one of the best in its genre, ideal for the younger PS2 audience, it's a guaranteed hlt. More next issue

8. SMUGGLER'S RUN Publisher: Rockstar Developer: Angel Studios

A real dark norse, this other games may look better, but fev of them will be more instantly playable. Want something different? Here's your man.

9. MADDEN NFL 2001

Developer: EA Sports Superbly animated and highly playable, Madden on PS2 could be enough to convert non-believers into American footie fans. Well, maybe.

10. FANTAVISION Developer: SCE A-Move on Bonfire Night ...
Sony's gorgeous (if bonkers)
puzzle game deserves more
sales than it will probably get.

AT NUMBER SIX

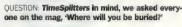
While Tekken Tag Tournament and Ridge Racer V have higher public recognition, TimeSplitters deserves to be a number one smash. Developed by the GoldenEye team, four-player deathmatches will have you Superglued to the TV screen. Also, the Mapmaker feature allows you to create arenas, save them to Memory Card and challenge friends to play in areas you know like the back of your fist. You

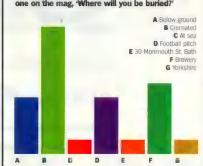
know it makes sense

What the gaming industry thinks, both fact and fun QUESTION: We asked 25 UK developers, What PS2

BAR CHARTS

peripheral would you most like to see?" A DVD remote B HDD/broadband add-on C Digital camera D Mouse/keyboard
E Steering wheel
F Personal massager
G Mobile phone adaptor Α





Developer: Free (Land Design From the makers of

GoldenEye, TimeSplitters is one of the best launch games. Hopefully, these two facts should be enough to get this in people's homes

6. TIMESPLITTERS



Sony teams up with Namou to produce its PS2 handware for arcace machines... The future has just a rived



Although anly 70 % Areach Battle is alm 34 very improssive.

WITH FUNDS TIGHT, I has been ill at the to fively a some needed by entranching a new arcade a mayore planting that however, and his an arcade version of its PS2 I in synthesizer with my name Eyelem and that Namco The removal section of and also made available for other oilid party developmen

Suither Jy Taito, Tecmo, SNK, Jaleco and in the Japanese remispers have the into to make up of the new state in the interference they found the board tricky to master All of which has left Namco out on it's own The Showed "Any Racer V Arcade Battle J. and many JAMMA in the transfer and Japanese in the game and his manufactured a final control of the version nicely Arcade ve will benefit from the twin screen I. II = version, p' an o'po tilling sound and property of pulling the many lines. while who provided the management of the second sec and feet in Beatly in the Floor's Room's form with 11.0 Soft William System 246) next Meanth, a subsection of the life of the contract of



Atari's Battlezone was the industry's first attempt at 3D graphics, and the images look primitive by today's standards. But while the contours of the playing field were basic, the gameplay was beautifully simple Hours of fun could be had moving your tank across the plain and firing at enemies located by the radar. The game was so good that the US Army commissioned Atari to redesign it. using modified software, for training purposes. Who says games are bad for society? Erm, hang on a second.

LOST CLRSSICS

Games of his past

To DVD what Sergeant Pepper was to Stereo

"If you buy nuthing else by Underworld, buy this" MIXMAG 55

no DVD can match the summit quality and creative activity of the extras served up on Transthing Everything!" PLAYSTATION 2 MAGAZINE 5/5

DVD MONTHLY 9/10

See Underworld Live channel 4 on 11th October 12:15am

Underworld Live; EVERYTHING, EVERYTHING

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 INTERNET LINKS TO EXTR. MATERIAL
- TERRIET CHARTS TO EATER WATER ALL
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 OVING MENUS IN 3 LANGUAGES; ENGLISH, JAPANICSE WELSH
 COLITY TO PROGRAM YOUR OWN CONCERT
 WO BONNES TRACKS; KITTENS, ROWLA
 /D-ROM WITH INTERACTIVE TEXT AND MUSIC INSTALLATION
 EYBOARD WITH INTERACTIVE TEXT AND MUSIC INSTALLATION
 EYBOARD WITH INTERACTIVE TEXT AND MUSIC INSTALLATION
 EYBOARD WITH INTERACTIVE TEXT.

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AVAILABLE AT













PIKA-CHEWS

Bored of your usual four o'clock Twix fix? Tired, even, of the pick 'n' mix? OPS2 indulges in Japan's gourmet snack du jours.

BRITISH FOOD MANUFACTURERS

could do worse than take a leaf out of the Nipponese character, game and TV show spinoff snack book. Quirky munchies that take on familiar fantasy forms are currently overloading Tokyo's supermarket shelves.

If you don't fancy a diminutive Pokémon cup noodle, why not opt for a handsomely packaged box of Pikachu sponge cakes? Moulded in the shape of the yellow one's chubby face, the chocolate custard-filled delights are guaranteed to whet any fan's appetite – unless you find them too cute to eat, that is. Stressed out workers can also find solace munching on the similarly flavoured Tare Panda snacks after a tough day, whilst chilling with the matching soft toys. We're still waiting for an edible Koge Pan to make its debut, though. (Don't ask.)

Those after more cultured treats will think they've hit the Jackpot at the Osamu 'god of manga' Tezuka stand, present at many of the country's special events. Here, his classic creations – Astro Boy, Kimba, Princess Knight and Blackjack – are all represented by cookles, cakes and chocolates.

The Ultraman snack range, however, comes first in the digestible hero stakes. Hilariously in line with the TV show's opening credits, it features silhouettes of the iconic Japanese rubber suited superhero and his foes seared onto the surface of each biscuit. The foil-stamped packages also contain a variety of booklets and pictures. They're almost too cool to eat... especially when you have to cough up at least ¥2,300 (£15) for a box! We reckon you have no choice but to buy one to eat, and another to keep for posterity.

30 DAYS

A MONTH IN THE LIFE OF OPS2'S
MAN IN JAPAN, MAX EVERINGHAM

Bay 1 (Sept 15), inderviewed much Kollina for OPS2 today about Metolieox Salid 1 and ZOT, find what a sign felts to in feet.

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Day 19 (Oct 3): Went to smeak out the CEATEG Electronics Show an Individual Riesse, in Chiba This makes they also hold the Tokyo Same Rhow and all 11 halls were being used in the event. Can my milts on the Cybernahot F1 (the PS2-compatible digital cameral and I have to say the build quality is accounted that have been applied to the later build quality in accounted to the later. Will be treating makes it look autism. Will be treating myself to the



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Day 2.4. . . . proket in a couple free PSone games. Com McRoe Bolly 20 feet all games come out in Japanii and Fighting Bushos K 1 0 2000. The x-1 game is dedicated to lighter shorty Higgs who died sudden 24 Jugint when standing his game.

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Bay 27 (pm): Imass bill humans The game will be in forgorrow, but no, Hor's dedicated appropriate. A long brutic Akhabera (Japan's gaming tech-

Day 29 (Oct 12): A Sony press conference today in Tokyo's trens, rearration district to show off their management of their stops of their trens of their more like a cation a dog this time out — and haratice recognition as thir respond to

Day 30th maily managed to such and Akhabara and picked up Hoh's Moto QP controller. One of the games designed, is a motorbike corner tomself, so the handling's as near perfect, as you can get, Gantlement and your engine.

SONY NEWS



HOW MUCH IS THAT DOGGY?

He's not supposed to be a dog at all, you know. Sony Entertainment Robot Company prefers the much more catchy moniker of 'Entertainment Robot', claiming that it was the media who called Albo a dog from the start, not them. So the new Albo, 'model no. ERS-210, has been made deliberately more cat-like, with shorter, pointier ears and tail than the previous version. It now responds to around 50 simple commands, is less expensive than the first model – though ¥150,000 (about £960) isn't exactly cheap – and has a host of accessories for you to kit your new friend out with.

GAME PREVIEW



NEO ATLAS

In this 'New World Discovery Simulation' game, set in the 15th Century – the Age of Discovery – you play a Portuguese trader charged by your king with the task of producing a map of the world. During the voyage you will receive reports from your admirals – some will be accurate, some not – and have a chance to re-discover the Seven Wonders of the World. Sounds intriguing, and at least it's not another racing game.

NEW KIT



KEYBOARD MANIA

Unlike British and US gamers, the Japanese are not averse to spending huge wedges of cash on dedicated controllers. Even though *Keyboard Mania* costs a packet and weighs a ton, it seems fans of the game over here just can't wait to lug it home on the bullet train. All power to them, then, because their investment brings them that much closer to the 'authentic' arcade experience. Well, maybe.

PS2 CHARTS

JAPANESE TOP 12

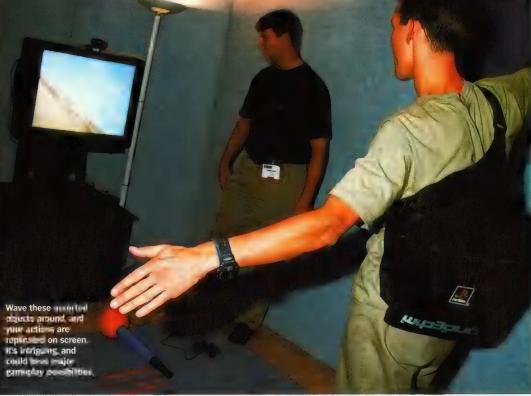


- 1. GEKIKUKAN PRO-BASEBALL (Square)
- 2. G-SAVIOR (Sunrise Interactive)
- 3. SANGOKUSHI VII (Koei)
- 4. SHIN SANGOKU MUSOU (Koei)
- 5. KEYBOARD MANIA
- (CONTROLLER PACK) (Konami)

 6. RING OF RED (Konami)
- 7. WINNING POST 4 MAXIMUM (Koei)
 - S. SILPHEED: THE LOST PLANET
 [Game Arts]
- 9. JIKKYOU POWERFUL PRO BASEBALL 2000 [Konami]
- 10. GUN GRIFFON BLAZE (Game Arts)

Chart source: Weekly Familtsu [27/10/2000]





PLAYING THE

PS2 team announces new game control technology.

In a quiet corner of the Sony corporation, a group of technicians are quietly plotting a gaming revolution. Paul Holman, Director of Technology at SCEE is working with its R&D department to create exciting and Innovative ways of playing PS2 videogames.

"Basically, we're exploring new areas to inspire developers," explains Holman, "because when they're working on games, they haven't the time to think about brand new technological concepts. We can concentrate on far-reaching ideas and think about where games could be going."

A 3D demonstration developed by SCEA's Dr Richard Marks uses a typical digital Webcam plugged into a PS2 USB port to track and analyse certain moving props held by the player, which are then transformed into in-game objects. 'Dungeon' allows players to wield a medieval sword and mace, whereas 'Flying' gives budding birdmen the chance to flap their virtual wings and take to the skies.

Paul Holman and his team are looking at various possibilities for the technology, including video emails, a facility for incorporating a digital

replica of the gamer – an 'avatar' – Into PS2 titles and a *Tekken*-style beat-'em-up, where players could actually control their characters by karate kicking their way around the living room. "It's all part of a move away from traditional controllers into new areas," says Holman. "One day you might be able to speak to your PS2, and it'll react."

As yet there's no planned product release schedule – or any planned products, come to that – but Holman is confident that games companies will soon pick up on the technology – even if it's initially in more prosaic form. "PS2 can also use standard, off-the-shelf peripherals," he says, "such as cameras and microphones. They'll give developers more flexibility to make original games. It's very exciting."



BLUELINES

More monkey business is planned with a PS2 sequel to SCEE's Ape Escape »Sony and the Nippon Telegraph and Telephone Corp have joined forces to provide a Japanese trial programme starting in December, allowing the fast fibre optic download of video from the Internet »Konami is pedalling a new PS2 Tour de France title for late 2001 »

OPSZ'S Geiger-counter confirms that new Fox Interactive sci-fi game Aliens: Colonial Marines is stalking the PS2 »Cool Boarders 2001 will be 'pulling big alr' on PS2 next year.



EVIL WILL PREVAL

Latest from Capcom: Onimusha, Code Veronica and Resident Evil 5 for PS2.

It will only be a matter of time before the ever-excellent *Resident Evil* series makes it to PS2, but it seems we may have to wait a little longer than first expected. The latest announcement direct from the lips of Capcom president Kenzo Tsujimoto promised that *Biohazard* (as *RE* is known in Japan) is crucial to the company's future, the survival horror series having already sold 12 million units worldwide. However, he also predicted huge success for Capcom's first big PlayStation 2 title, *Onimusha: Warlords* (projected presales of 700,000 was being tossed about) a success that would delay the release of any new *Biohazard* game until 2002.

As for what this new game may be, conjecture is rife. Recent rumours suggest a PS2 conversion of *Code Veronica*, the excellent Dreamcast-only *Biohazard* game. This would make sense in terms of series continuity, but the practice, not to mention the politics, of porting a game from Dreamcast to PS2 is tricky.

Meanwhile, a Tokyo film festival recently played host to a half-hour CG film from Capcom, based on the *Biohazard* universe. Although the zombies take a starring role, it is believed that none of the main S.T.A.R.S. characters make an appearance. The title of this film – *Biohazard 4D Executer* – only fuels speculation that it is the basis for a brand new game in the series.

We'll have more on the exciting samurai slasher Onimusha: Warlords, plus an exclusive interview with Biohazard/Resident Evil creator Shinji Mikami, next issue.



Could gamers become the sports stars of the future? 'Fat chance' may be the wrong answer...

recently played host to a gigantic multiplayer gaming competition that organisers hope will generate new opportunities for the future of PlayStation 2 owners - by turning them into international sports celebrities. The British Internet Gaming League Tournament held at the Millennium Dome on 9 September featured hundreds of gamers competing in

BRITAIN'S MOST DERIDED building

cash prizes, including ■ £1,700 wad for the FIFA 2000 champion. Although this event only used PCs, sponsors ICM and Battletop are convinced that the next-generation

various events for £35,000 worth of

PlayStation 2 will play a large part in the future popularity of the event. "That's what gets the hair on the back of my neck standing up," said John Varley, President and CEO of Battletop USA. "Then we can organise stuff like a Tekken Tag tournament or Gran Turismo competition and the sport will absolutely explode." Battletop is a

company that started organising Internet leagues and competitions in Korea, where it says multiplayer gaming currently has over 350 dedicated professionals.

HIGH OUAKE STAKES

British gamers are already starting to achieve their long-held childhood dream of earning hard cash from playing videogames. At 24 years of age, Sujoy Roy is one of the UK's top Quake III Arena players and claims to earn a staggering £200,000 per year. Roy actually believes that console games are better suited for competition than their PC equivalents, because they create a level playing field, rather than PCs which can vary enormously with regards to their technical specifications.

"PC gaming's too much of a niche at the moment. We want people to be able to just pick up a PlayStation 2 and game take part. That's the Mecca, really. PlayStation 2 will help us to get closer to making this a real sport."

A SPORTING CHANCE?

Unfortunately, it seems that organisers of such events have a tough challenge ahead if they are to get multiplayer gaming recognised internationally as an official sport. Franklin Servan-Schreiber, Director of Communications at the International Olympic Committee said, "Whether videogames will become a recognised sport, will depend heavily on the type of game. I think we would have problem recognising Quake, but there might be some games - strategy/action - which are non-violent in nature, that would have to be considered." What about videogame competitors at the 2004 Olympics? Servan-Schreiber is adamant: "There's no way that in the foreseeable future and beyond that computer games would be a sport at the Olympic Games." So, although opportunities might be opening up for the very best PS2 gamers to forge lucrative careers, it could be a long wait until cyber athletes get the chance to go for gold.

JS

CEF



SUJOY ROY

"What were hoping for is the top gamers to be paid as much as top football players, and we're gradually getting there. People will be made into superstars and become very rich – you'll be seeing \$30,000 as a top prize in PlayStation 2 competitions in the near future.

"It's going to be accepted as the thing to do and the players are going to be household names. You know, 'come and meet the top Tekken gamer. Within a year from now there'il be a whole load of people who'll make a year comfetable living — better grouper that an or office.

a very comfortable living – better money than an office job – and they'll be doing something they love. It's going to be every kid's dream."



FRANKLIN SERVAN-SCHRUIUER & NEW MEDIA AT THE IOC

"One of the issues about the sports we recognise at the IOC is that it has to be universal in nature. Bridge and chess can be played anywhere without electricity, a television or anything whereas videogames appear to be universal to a very limited population base. "We do think that videogames play an important part in engaging young people into enjoying sport, but an Olympic event? If you take the horizon as being 'highly unlikely', then shoot to the galaxy beyond that, that's where you have videogames being an Olympic sport."



JOHN VARLEY

"In Korea it's beyond just a game – it's a sport. Players play in 22 professional teams – they're drafted. it's not just a gameplaying thing anymore, it's the fifth-largest sport in Korea, with thousands of spectators and all the major news networks covering every final event, with the standings covered in the newspapers.
"The question now is whether that'll spread to the UK. Europe and the US. We wouldn't be here if we didn't believe so. We want to commit a lot of money to make that happen. There are more people that play cybergames in the US than play American football."



THE BEAUTIFUL

ISS plays well. FIFA looks great. But the ultimate lootball game? We reckon it'd be something like this.

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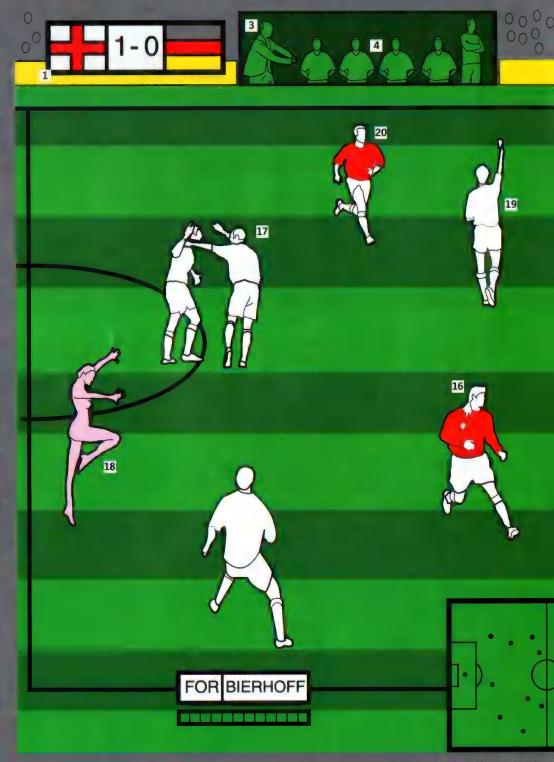
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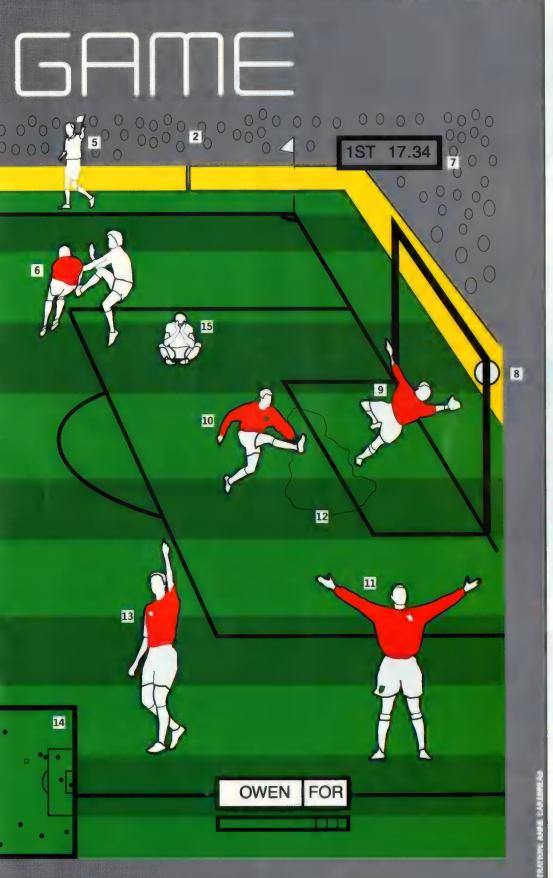
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unpredictability could





Casio's must-have new watch is also a digital camera.

Bond's fantasy gadgets of yore are gradually becoming reality. The latest thoroughly hip piece of futuristic kit to aid you on everyday espionage missions is the Caslo Wrist Camera, a watch that conceals a lens for a black and white digital camera. It can store up to 100 surreptitious snaps and you can add a caption or a phone number to

each, turning the device into a visual black book. The Wrist Camera also boasts an infrared port allowing you to swap images between watches or upload pictures [via a connection cable available separately) to a PC. The same function allows you

to download picture files to the watch for portable viewing. At September's Tokyo Game Show, the Wrist Camera was on display at the Bandai stand, where it was shown linked up to the handheld WonderSwan console, which in turn linked to the PlayStation 2. It can't be long before ■ more direct method of linking to PS2 is invented, making the Wrist Camera an ideal way of face capturing for videogames.

Early models of the Wrist Camera are on sale

in the UK, retailing at around £170. Web site:
www.casio.co.jp/English/flash/0007/wrist.html



New remote technology fights flab with Tekken Tag Tournament.

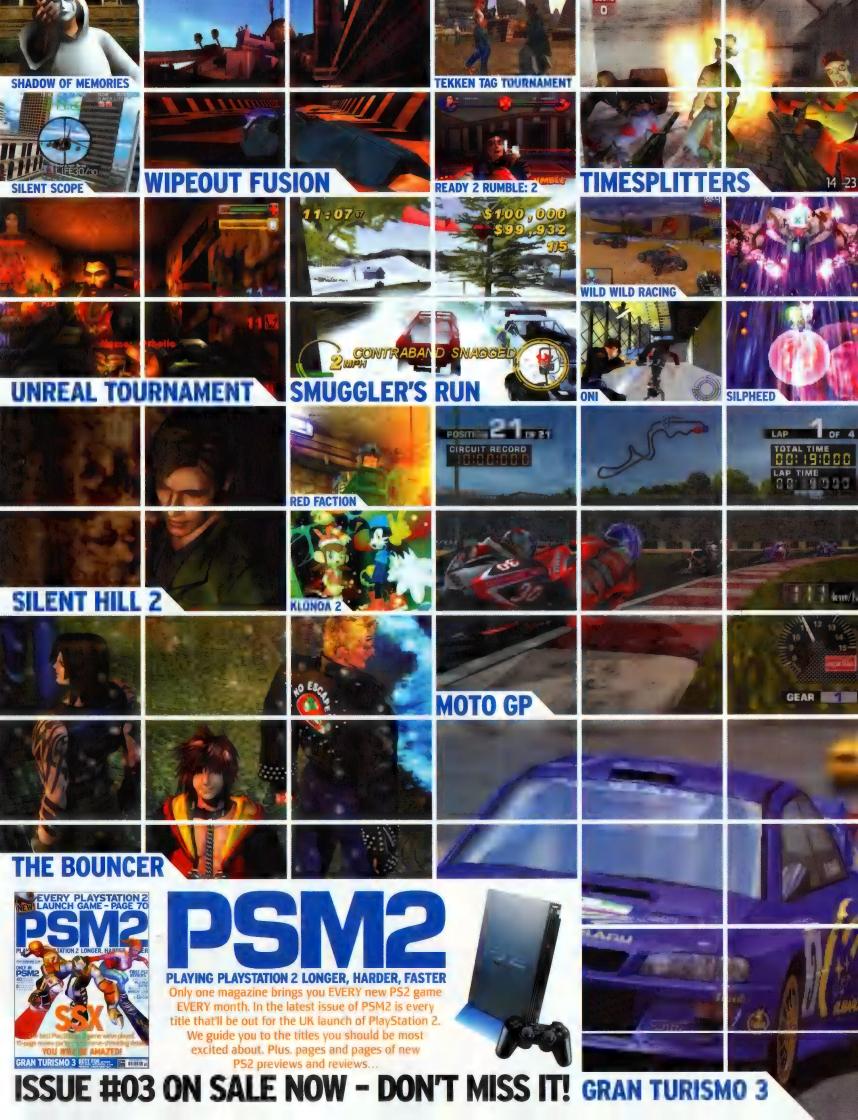
The end of videogaming as a sedentary pursuit could be nigh if Korean company Bestsoft has anything to do with it. Its new 'Virtual Ring' arcade cabinets eschew buttons and joysticks in favour of remote sensors which encourage the player to physically replicate the on-screen action. Visitors to recent game shows have been greeted by the sight of players actually punching and kicking the air like lunatic mime artists in order to manipulate their Tekken Tag Tournament fighters.

Bestsoft also claim the 'Virtual Ring' system can be used with football and snowboarding games. It will apparently burn 620 calories an hour, more than either jogging or swimming for the same length of time.

*Ash are currently finishing their new album and begin a UK tour on 23 November.

Web site: www.bestsoft.co.kr

באכ	eaple who should know	the answers. This mon	u#situres to live interestin th: wideogarne music,	0	
	Do bands license tracks for videogames as they would for commercials – purely for financial gain?	Original soundtracks for videogames are released on CD in Japan. Could that happen in the UK?	Harry Gregson-Williams (The Rock) is writing MGS2's music. Is this a move towards big budget Hollywood-style soundtracks?	What is the future for videogame music? Are there any big tech developments on the way?	Finally, what's the best and worst videogame music?
Graeme Norgate F. e. Radical Design's music = L. Saund expert	I don't think they do it to raise their credibility, but I doubt whether it has much to do with the bands anyway—it's mainly the record companies and publishers that license the tracks. With smaller bands, it's more to do with someone at the games company being a fan of the band, which is kind of groovy in it's own way.	I'm sure HMV and Virgin think they won't sell enough game soundtracks to make any cash out of it, but if they stocked them, people would buy them Well okay, I would buy them.	Big budgets, expensive studio gear and real players won't automatically improve game music. Garbage in garbage out, how ever many violinists you have.	Fourteen channel Sensurround 64 bit 5 gigahertz sampling with sound effects downloaded on the fly from a central games database stored on a storage medium the size of an sugar cube.	Best: I'm ind has-been who still thinks the Commodore 64 was the pinnacle of achievement in game music. Worst: In general, musiclans who don't bother trying because they say 'fit's only game music, and I really want to be in a band/or a film composer', and music that loops to soon. *TimeSplitters is reviewed on page 120.
Tim W. I	Bands end up on videogames either because the music publisher is keen to push them into new media (money) or because the band me genuinely into games (creative).	The main hurdle is computer games publishers embracing the way the music industry operates. We're looking at taking the tunes created with our PS2 MUSIC package and getting them released audio or interactive CDs.	Take a film, strip out the music and it falls very flat – the same holds true for games. Videogames produce bigger returns these days, so there is room for a far healthier budget for music and sound effects.	'Intelligent Music' will feature, with the music actually being written real-time using predefined rules and algorithms – all driven by the action on-screen. This will allow smooth changes from spooky to dramatic and so on, im the music will really become part of the game.	Best: Just to be controversial I'm going to say Flash Gordon (Commodore 64) by Rob Hubbard – great music with lots of variety. Worst: From my own work, worst would be Lemmings because it's cheesy as hell! "MUSIC 3. o music maker and visual interactive game for PS2 will be released early 2001.
Rob Playford Managing Director of Moving Shadow records	Obviously they don't mind the financial gain, but it is a little different from advertising commercials, in that these tracks are for a product that they are very involved in.	It already has – we released the soundtrack to Rolloage Stoge 2 in February this year. However, if they're releasing original sound tracks of the kind of cheesy crap you usually find on games, then good luck to 'em.	I see this as being the same as the revolution from ditching the old git playing the plano along to early black and white films, through to today's various soundtracks that are scored, compilations of recordings or both.	I think I just answered that	Best: I'd rather not mention which ones, because I've sampled some of them in the past. Worst: I don't know enough to be sure that whatever I slated really was the absolute worst. *MSX00.1, o Moving Shodow CD-ROM featuring on 80-minute Rob Playford mix is out now.
To: an	From an artist's perspective, there's a big difference between your publishing company simply licensing 30 seconds of a track, and creating something new that is intended to create == emotionally enhancing soundscape for an interactive experience. There is financial gain, but 1 think it would be fair to say there is more credibility, fun and creative challenge in a videogame soundtrack.	It can and does happen, for example with the Smuggler's Run/Guidance recordings release. But the Brits require a little more content than simple association with a successful entertainment product – if it's not good II won't sell.	Budgets are already big, with \$400,000 being the highest figure I have from a reliable source. However, I think that publishers and developers are starting to realise that the soundtracks have more importance than as II marketling tool—they change the entire feel of a game. If you see II film without the score, It feels completely different and very empty.	Watch this space	Best: Grand Theft Auto: London 1969. Worst: NHL '95. "Smuggler's Run is reviewed on page 132. Midnight Club is reviewed on page 157.
Mark Hamilton	Anyone who says that they don't do it for the cash is blatantly lying, 'cos it's easy money, Personally though, being into karting, gaming and having wrecked a few cars in my time it's a pleasure to be involved with Gran Turismo – we can easily sleep at night without thinking we've sold out or are promoting something we're not into.	If you could get a few high profile bands actively promoting the soundtrack, with perhaps a single/video at the same time as the games release, they might succeed. Of course, it would help if the music was all original, exclusive and, indeed, on the game.	Not every game's going to have that kind of budget, but I think it's great and can only be a good thing if it's going to make Metal Gear Solid 2 sound fantastic and suck the gamer into the excitement/tension of the game.	Bigger budgets to lure recognised artists to produce exclusive mixes/tracks, and although it might piss off their in-house music boffins, I think they realise it's worth it for better quality soundtracks which gamers are starting to expect. Hopefully in the future, music will take advantage of Surround Sound to add even more depth to games.	Best: WipEout Worst Anything from Disney *Ash are currently finishing their new album and begin a UK tour on 23 November.

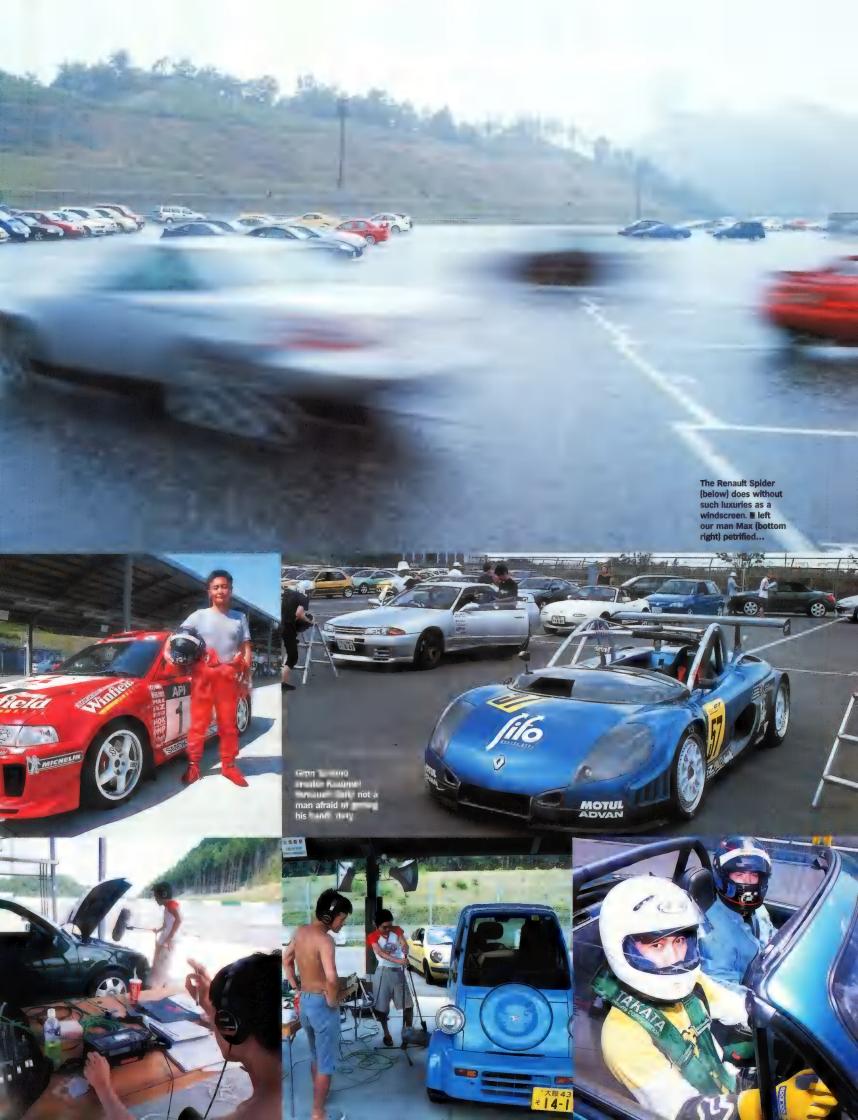


WORDS: MAX EVERINGHAM/PHOTOGRAPHY: HIROSHI NIN

THE SUND & THE FURS

The place: Twin Ring Motegi race track, just outside Tokyo. The cars: hot, numerous, and highly expensive. The occasion: it's sound recording day for *Gran Turismo 3*, and we're the only Western magazine invited. Gentlemen, start those engines...





THE SOUND & THE FURY



Don't you just love fast cars? The wood and leatherlined pleasure of aristocratic Aston Martins. The outrageous, steroid-enhanced charms of spoilerencrusted Nissan GT-Rs. The Q-car delights of shit-off-a-

shovel Subaru Imprezas. It's impossible to pick a favourite.

And why should you? There are so many to chose from – and fantasising is free. Over the last few years, Polyphony's magnificent Gran Turismo series has fed every car fan's obsession. They've not only been great games, but at the same time the world's most significant purveyors of auto porn. And now OPS2 finds itself at a race track, surrounded by the Polyphony team, and around 30 Gran Turismo dream cars in the flesh. Suddenly this ain't a fantasy any more: it's real. We're not sure how we're going to cope...

For a start, killing one of the industry's most respected game developers wouldn't be one of the cleverest things we've ever done. So when Kazunori Yamauchi – *Gran Turismo*'s creator and, as such, the Hugh Hefner of internal combustion – asks if we fancy taking him for a spin in his race-modified Skyline, there's nothing to do but politely decline. That's too much car, much too soon. The little [if highly tuned] Renault Clio parked next to it, however, looks relatively innocent. How wrong can a man be?

Later, as our pro driver, Shichisawa, takes us round the circuit in that self-same car at a 150mph, he is insistent that this is a "fairly slow" pace. Time to make a mental note – one that *Gran Turismo*, the game, should have taught us. Don't judge a book by its cover. If a car looks small and innocent, chances are it's anything but. But it's difficult to try to remember this when your head is whacking relentlessly against dash and door pillar as speed-freak Shichisawa dives mercilessly into the corners.

The reason we're here, being offered such a rare (if hazardous) treat, is to witness Polyphony Digital's sound team recording every rewing engine and screeching tyre for the next (and potentially greatest) stage in the GT series, Gran Turismo 3. 'Here' is the Twin Ring Motegi race circuit, two and a half hours from the chaotic, neon-lit streets of Tokyo. This international-standard race track has, amongst other events, hosted a post-season leg of the NASCAR Winston Cup and the Aryton Senna Memorial Kart Race Cup. (Senna, it turns out, is 'Yamauchi's favourite driver.) Set against a lush background of hills and green pastures, the tranquillity of the scene will, for the next two days, be besieged by a riot of flashy bodywork, screaming engines and suffocating exhaust furnes as the Polyphony team bash their way round and around and around in the 150 or so cars needed for the finished game.

Although day one is relatively quiet compared to the thunder to come, it still impresses both an excited Japanese press and OPS2, the only Western media to have been invited. Amongst the cars immediately to hand are the stylish bathtub-shaped Audi TT Mercedes' new Cl 600 super coupé. a selection of small sports cars including Porsche's Boxster and Mazda's MX5, and the bestial Nissan Skyline GT-R. They queue proudly in the paddock just long enough to have their pictures taken, before the blistering 30-degree heat is cut short by a torrential downpour. The Polyphony team scramble madly in an attempt to rescue the cars, now standing tyre-deep in water.

After the wash out yesterday, a sunny second day promises much excitement – it's time to record the cars' engine sounds. Amazingly, most of the 150 vehicles needed for the game have made it today. There are only ten no-shows – the Lotus Elise bring one – but no worries, their voices won't go unrecorded. Instead Polyphony will be visiting the manufacturers directly. The bulk of the car industry will bend over backwards to accommodate the GT team. After all, what better advert for your baby could there be than a starring role in the new Gran Turismo?

As the cars start doing their laps, a few favourites swiftly emerge. Surprisingly, one is another Renault – not the Clio, but a rare SIFO Spider. As it roars into life, sounding to all intents and purposes like some primordial beast, we freeze in our tracks.

To Yamauchi, realism is the key to a great game. Realism in the way the cars look. Realism in the tracks and weather conditions.

Realism in the handling dynamics. And, yes, realism in the way the whole thing sounds, too. Polyphony has a vast team on hand to wrangle the cars, but it's surprising how hands-on Yamauchi himself gets. Recording is a complex business. Typically, one sound engineer holds a huge, woolly microphone over the exhaust pipe, while another takes station directly over the engine. A third, Kentaro Nakagoshl, sits at the recording desk to check the results as they're piped through. With everyone in piace, a Polyphony driver then revs each car from idling, through the midrange up to around 4,000rpm, then on to the red line. To round it off, he gives first a short, then a long, blast on the horn. All this goes onto DAT and, once the raw data's tweaked at HQ, the sounds will be worked into the game.

THE REAL DEAL

Complementing these basic sounds, another mic and recording box are then taped securely in the engine bay of each car before it rolls out onto the track to record the assorted noises produced during actual circuit racing. So, when you're cranking your virtual TT through the turns at 90mph, and passing a hapless competitor with a derisive honk of the horn, you know that, near-as-possible, what you're playing is the real deal.

So, which car sounds best then? Nakagoshi shouts back over the roar. "Right now, the Spider!" he laughs. "It has a lot of punch. But I like them all. The cars all sound very different, depending on their body size, shape and so on. If we didn't record each car separately, it just wouldn't sound so real."

Later, taking a break from the relentless heat outside, In the cool of an air-conditioned sanctuary, Kazunori Yamauchi talks *Gran Turismo*. Expectations for this game are sky high. Any pressure?

"There are no preset objectives for this one," he smiles, "but we're doing our best to improve it over previous versions in every way we can. Today, we're not only recording the sound, we're also taking the opportunity to examine each of the cars in great detail, trying to work out the specific handling characteristics of each. It also gives us the chance to make sure each member of the team has at least some experience of the real-life cars." With a creative team of around 100 – right at the upper limits of what's usual for a game project – it's understandable that not all are going to be familiar with the vehicles, hence the vast number of Polyphony staff hanging round the track. "This way," he explains, "everything should be accurate. We've got no excuses if it isn't."

Despite all the potential technical problems producing a game like *Gran Turismo* throws up, the biggest sticking point with this one turned out to be one of the simplest things – its name. At the Motegi race track, Yamauchi was at pains to make it clear that 'GT2000' is most emphatically not *Gran Turismo 3*. Rather, it's a new, PlayStation 2 version of the PSone game *Gran Turismo 2*. There's nothing wrong with that – and the PlayStation 2 version is clearly superior in every way – but an unforgiving development schedule has robbed the team of the time needed to put in what Yamauchi feels is sufficient innovation to make this a genuine 'GT3'.

Since then, however, events have run away from him, and it turns out his 'GT2000' will now be released as *Gran Turismo 3* after all. And the logic for change is clear: by the time the game is released, 2000 will be well over. Yamauchi's planned 'GT3' will now, presumably, be known as *Gran Turismo 4*. Still, although we've been unable to speak with him on the subject, we suspect Yamauchi is unhappy with the change. For him this game is a refined, rebuilt version of a previous release, not, as such, a brand new game.

"Lots of details have changed," he says. "The textures, the Al and the physics models. The course graphics have also been steadily improved. We're currently using 60-70% of the PS2's processing power, which is about the maximum anyone's achieving right now, though obviously in time developers will get more efficient."

The implication, of course, is that it's only when developers are using 80%-90% of the processing power that we'll see a genuine next generation *Gran Turismo*.

For now, though, GT3/GT2000 will more than suffice. And in the meantime, there are cars to be thrashed, lap times to be shaved down. And always, somewhere just over the horizon, the goal of utter realism to be achieved. You may never get close, but it's a race worth running, \square

Gran Turismo 3 is previewed on page 18 and released March 2001.

GRAN TURISMO: A BEGINNER'S GUIDE



Gran Turismo April 1998, and a on PlayStation 1 to completely shatter our preconceptions about driving games The original GT offered realistic driving physics, gorgeous graphics and superblyaccurate modelling of over 150 dream one of the few videogames that non-gamers have heard of, and fuelled endless grey imports of Skyline GT-Rs and other Nipponese supercars, all at the time unavailable outside Japan. After enjoying immediate popularity, worldwide shipments have now exceeded ten million units



Gran Turismo 2 Not fundamentally different to its predecessor, but more of a gradual progression. Improved in most areas, GT2 continued to walk a winning line between simulationstyle ultra-realism and arcade-style playability, at the same time boosting the number of potential charlots to 500 cars. From day one of its release, GT2 went straight to the top of European charts, breaking all sales records



Gran Turismo 3
This latest step in the series. Despite all Sony Japan's protestations, GT3 is basically a souped-up PS2 version of Gran Turismo 2, but with vastly enhanced graphics and Al.

//The car industry will

bend over backwards

better advert for your

baby could there be?//

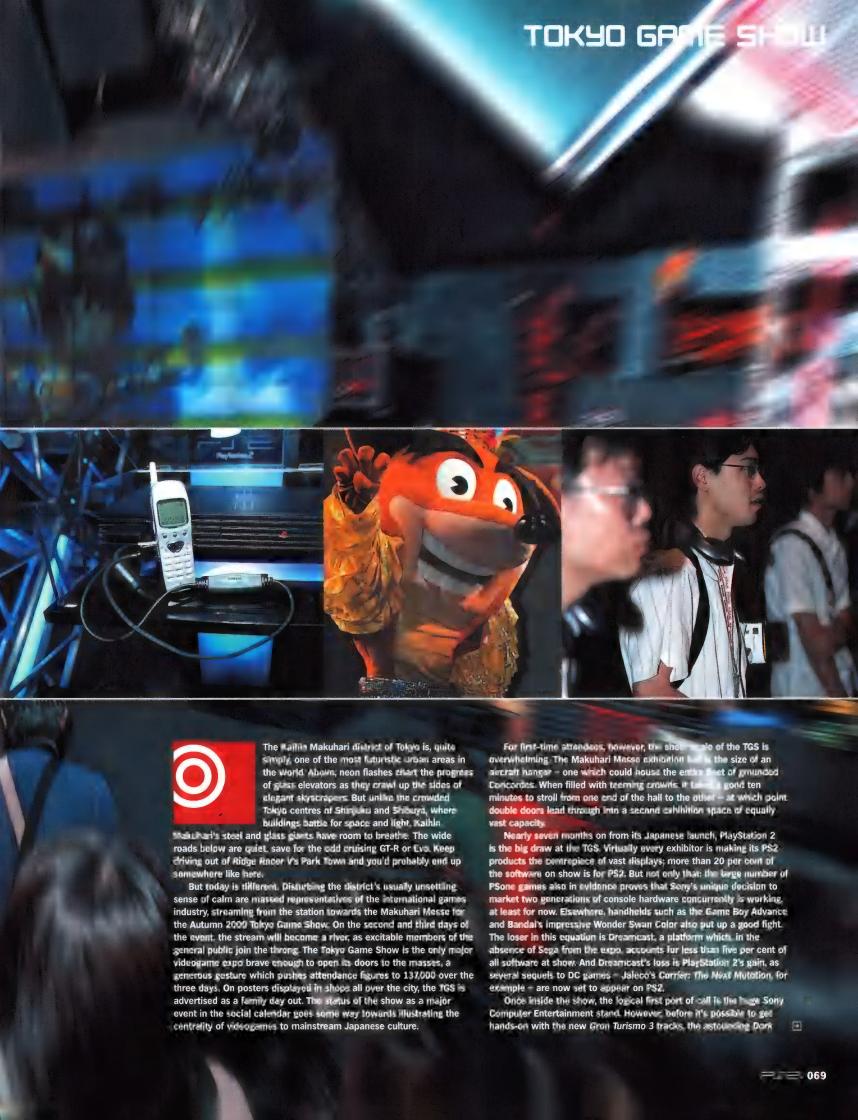
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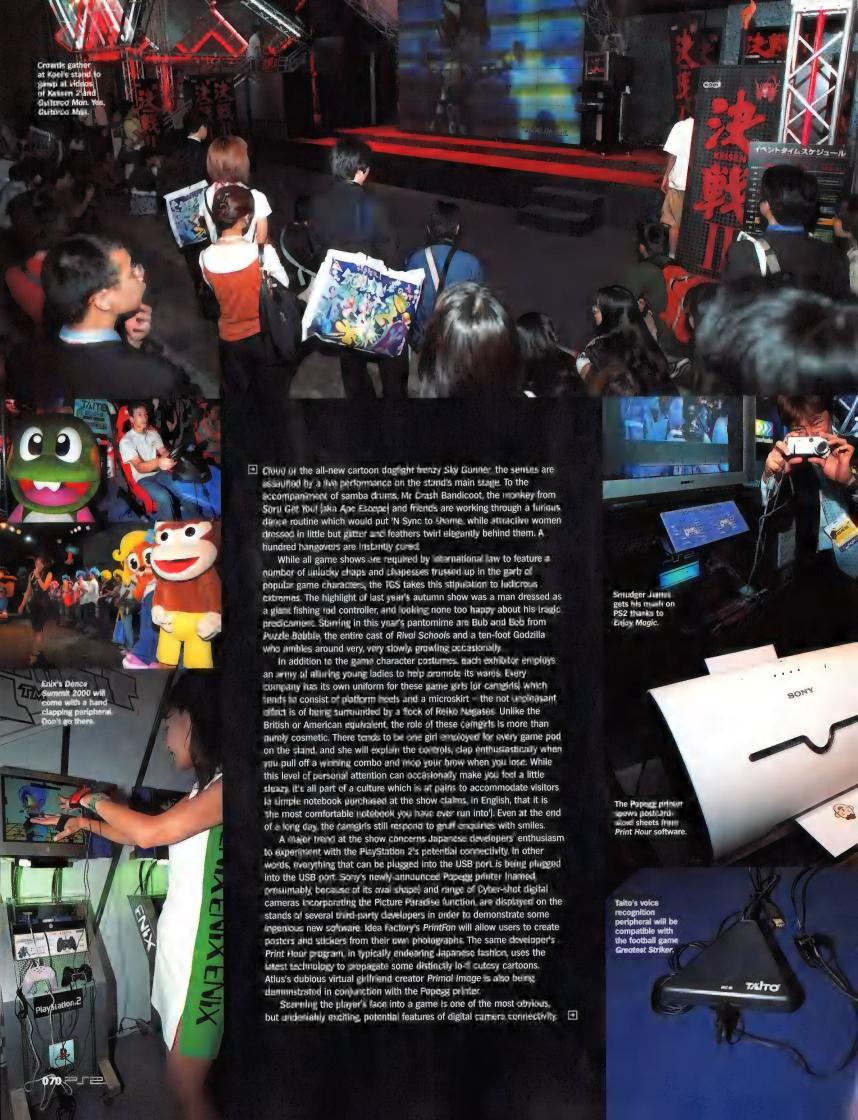


TOKYO GAME SHOW REPORTE WORDS: SAMRICHARDS/PHOTOGRAPHY: JAMES COPE

The biannual Tokyo Game Show provides a neat crystallisation of the Japanese games industry. Staggering in scale, overwhelmingly bright and noisy, mildly disorientating, but cute round the edges. And this year, highly PlayStation 2-centric. Join us for a taste of the action.









Idea Factory is the only developer at the show displaying working someone of this kind, although a ropey mallet-bashing min-game called Force Conturing Portroise is hardly the ideal forum. Thankfully, developers of the callbro of KCEO, T&E Soft and Square are already signed up to Incorporate simple face-scars into games such as a PS2 version of ISS Evolution and Golf Porodise 2 (the PS2 lipidate to PSone cult game Everybody's Golf, coming to the West as Swing Away Golf. CONAMI Sunsoft has even patented its own PS2 56k modern named Online Station, which operates in conjunction with the Enjoy Monic software psekage (Enjoy Magic also supports connections to a Picture Paracibe digital camera and a mobile phonel. Upon launch later this year Online Station claims to be able to offer primitive access to the World Wide Web in its entirety. It would be impossible for Sunsoft to market this package as is in the UK, but Net connectivity via PS2, at least for limited Web. surfing and email facilities may arrive much sooner than producted Magnetically urawn to the throng surrounding a hugo screen showing new Meter Gear Solid 2 footage, crowds are funnelled into the huge Konami stand, by far the largest of any developer at the show inside lie such treats as a new 5 lont Hill 2 video, playable demus of ZOE, Shadow of Memories and 7 filodes plus a first outling for the new Bemani range liwhich includes a combined version of Drum Monto and Gutter Freeks and a seven-button Beatmania committee, as if five wasn't hard enough). After being floored by a video of the intro to the epic Kessen 2 fooled by the plastic sushi on the Irem stand and almost slashed to please by a samural swandsman promoting Kengo: Mosters of Bushido, the Intensity of the TGS experience begins to take its tol. Luckly, the prescient follows on the Genki stand are doling out free handheld electric fans to relive tagging spirits. The fashing bounty ball obtained from Taito coos to the impressive freebie hauf, although It's almost lost in the crowd as the showgoers are reluctantly ishered from the exhibition hall and into the descending twilight of Kalhin Makahari. The Tokyo Game Show is full of exciting new PS2 products, but a coupy of wrong turns on the show floor can see you adrift in a sea of horse racing sims, dating games and incomprehensible puzziers featuring hadly-drawn carroon animals. There are still elements to Japanese videogame culture which buffle us Westerners - we're pretty sure has Instance that we won't be seeing True Love Story ? making the transition to the UK any time soon. However, the fact that there are families attending the TGS - and that many of the campids spend their heak playing Bust-A-Groove: Donor Summit 2007 on the Enix stand - should tell you something As should the market stalls in the Akihabara district of Tokyo that flaunt the latest in hi-tech gadgetry and vidoogame paraphernalia like they're selling fruit and veg. In Japan, videogaming is a wholly inclusive pastime, beside the we you merit of games on strong at TQS, virtually all of them boasted an instantaneous couldby which made them easy to enjoy in a short space of time. It's a virtue Western developers would do well to learn, ... Namco's stage plays host what looks like a Dete. The performance

NEW/EXCITING/WEI

The games of the Autumn 2000 Tokyo Game Show - but what are their chances of a UK release?

CERTAN FOR A UK RELEASE



BUT PETITION A PUBLISHER FOR THESE



| GRAN TURISMO 3 (SCEI) Virtually complete at TGS, Sony just couldn't provide enough pods to satiate the clamorous crowds. The new tracks looked gorgeous, the new steering

wheel looked solid and worked well it's a guaranteed smash, basically.

Ø SILENT HILL 2 (Konami)

A brand new video wowed the TGS throng, its disorientating direction only adding to its intrigue. A perplexed James Sanderland was shown conversing with a spooky schoolgirl, while a corpse in a torn nurse's uniform dragged another body around a blood-splattered public loo. Grisly, gory, spectacular...

PIE DARK CLOUD (SCFI)

The first playable code of SCEI's Zeldoesque RPG showed II to be a more action-orientated adventure than was initially thought. The ability to build-up your settlement (Sim City-style) before swooping in to explore the construction in real-time looked just amazing.

Ø≼ ZOE (Konami)

Hideo Kojima's other game, Zone of The Enders, was playable at TGS and moved with explosive speed and breathtaking detail. A robot battle game in the fine Japanese mecha tradition, it's heavily augmented by a large dose of missionbased adventuring.

Ø5 ONIMUSHA: WARLORDS (Capcom)

A ten-minute playable demo of this long-awaited adventure showed it to he more Bushido Blade than Resident Evil. A series of gorgeous pre-rendered backgrounds played host to ugly mutant menace and assorted breathless battles demanding lightning swordplay.

PE SKY GUNNER (SCEI)

A pleasant surprise for all TGS attendees, this brand new airborne cartoon shoot-'em-up came across like a hybrid of Power Stone and Pilot Wings by strapping rocket launchers to ancient flying contraptions. It was so new that no press shots were available - thus this lovely shot of us playing it.

☑7 SEVEN: THE CAVALRY OF

MOLMORTH (Namco) Intriguing RPG in the Final Fantasy IX vein, which used the kind of cool 'bold lines' animation last seen in Sega's Jet Set Radio. The plot is currently pretty incomprehensible, but looked to contain much humour.

☑B KESSEN 2 [Koei]

The original Kessen isn't even out in the UK vet, but that didn't stop Koel pressing ahead with an intro video for the sequel which made every other piece of FMV at the TGS look lifeless in comparison.

PRUM MANIA: 2ND MEX/GUITAR

FREAKS: MIX (Konami)
These two Bemani games will come on the same disc so that fanatics who already own the custom controllers can link up and pretend to be in their own ridiculous J-Pop band, Insane, cool, but so very very hard.

29 GUITAROO MAN (Koel)

Prime portion of Japanese game lunacy in which the eponymous hero is required to save a futuristic world from the clutches of evil alien robots through the power of riff alone. It also stars Guitaroo Man's mildly disgruntled looking pet pooch.

11 BUST-A-MOVE: DIVICE **2001** (Enlx)

A PS2 update to the superb PSone stuffstrutting series sadly rejected by UK punters. As the Jubilant jiveathons continue in a church and on an athletics track, a wraparound handclapping peripheral adds much to the mayhem.

≥ WILLIA BOY 2 (Irem)

Translating roughly as Exciting Photo Boy 2, this bizarre 2D trundle proved a surprise hit. Like Pokémon Snap's cheekier older brother, the aim is to grab sneaky photos of unusual street life (try a mustached transvestite and a boy having wee from a train door for starters) to earn points. Right.

"UHO D'YOU THINK YOU'RE LOOKING AT SUNSHINE?"

The hard looking fella on the right is from The Bouncer one of 2001's most eagery awaited games. It's the first PS2 project from Square, home of the legendary Final Fantasy. It's also one of the titles pointing the way to the future of gaming. But even more intriguingly, it's the first videogame we can think of to star nightclub doormen...

WORDS: SAM RICHARDS PHOTOGRAPHY JAMES COPE

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//Nomura's designs have found a forum in *The Bouncer's* 21st Century environs//

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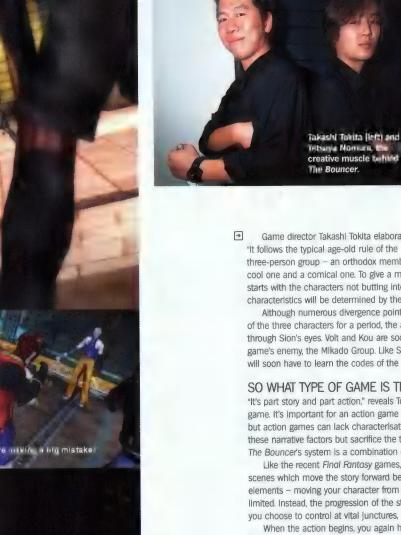
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//Early movies show the three bouncers tackling armour-suited special forces types in spectacular fashion//

Game director Takashi Tokita elaborates "It follows the typical age-old rule of the three-person group - an orthodox member, a

cool one and a comical one. To give a more manly and mature impression, the game starts with the characters not butting into each other's business. Their best and worst characteristics will be determined by the player."

Although numerous divergence points in The Bouncer allow you to play as any of the three characters for a period, the adventure seems to be played out largely through Sion's eyes. Volt and Kou are soon revealed to have mysterious links with the game's enemy, the Mikado Group. Like Sion, the player will begin the game fresh, but will soon have to learn the codes of the underworld.

SO WHAT TYPE OF GAME IS THE BOUNCER?

"It's part story and part action," reveals Tokita-san. "We're calling it an RPG/action game. It's important for an action game to give a feeling of oneness with the hero, but action games can lack characterisation and story development. RPGs can cover these narrative factors but sacrifice the tempo, the thrill factor and the immediacy. The Bouncer's system is a combination of the best elements of these two genres."

Like the recent Final Fantasy games, play will be interpolated by extravagant cutscenes which move the story forward between episodes and locations. Adventuring elements - moving your character from room to room or collecting items - will be limited. Instead, the progression of the story depends on which of the three bouncers you choose to control at vital junctures, and how you perform in the action segments.

When the action begins, you again have the opportunity to select your character from Sion, Volt or Kou. Each, naturally, has different fighting abilities, and your choice of character will alter the way you approach the battles strategically. The aim of the creators appears to be to cram as many ally and enemy characters as possible onscreen simultaneously, while still allowing superior fighting prowess to prevail. This element of the game could be described as a free-roaming beat-'em-up, ■ term with bad connotations since the genre had floundered somewhat in the nascent 3D era of PSone. Now that we're talking about advanced 3D animation on PS2, The Bouncer aims to be I truly accomplished free-roaming fracas.

"Being able to manipulate your character around 360° with the camera was our goal," expounds Tokita. To this end, the development team have worked closely with Dream Factory, the company behind the beat-'em-up mechanics of Square's Ehrgeiz and Tobal 2. "Dream Factory has been involved in the animation of true real-time 3D fight sequences. And obviously its knowledge of RPG games has helped place the action sequences in the overall context of the game."

The first battle of the game takes place in the FATE Bar Itself, as special forces from the dastardly Mikado Group burst through the windows in a kidnap attempt. Early movies show the three bouncers tackling the armour-sulted special forces types In spectacular fashion, with wooden galleries collapsing, glass smashing and amazing slow-motion 'finishing' moves as each enemy is taken out. Although a number of liberties have been taken for the sake of style, Tokita is keen to emphasise the realism of his fights.

"The characters don't look like they have been taken from comic books. We've tried to scale back unlikely moves from their repertoires so you won't see any cartoon moves, such as fireballs shooting from their mouths."

The analogue properties of the new, pressure-sensitive Dual Shock 2 controller have heightened the link between input and effect too. "I wouldn't say we're using 256 degrees of touch," laughs Tokita, referring to the number of levels of sensitivity DS2 offers. "But you'll find that if you push the button harder, your character will make a harder punch. The level of force will be reflected in the damage to your opponent, but it's not strict real-time damage modelling, otherwise their bodies would be black and blue. However, if a different part of the body is hit you get a different reaction."

The clothes of the three bouncers have been cleverly designed to emphasise the detail of the animation. "Sion wears a big necklace," explains Nomura, by way of an example. "Every time he gets punched, you can see the accessories move."

In order for the player to feel progression through the action portions of the game, each character begins with a limited set of moves which can gradually be enhanced as the adventure unfolds. Battle points accumulated can be assigned to







//Dialogue's an important part of the game, and early impressions suggest a leap forward in how voice acting's used//

defence abilities, power (or 'attack') abilities, or to extending the health gauge. All moves gained for a particular character can later be used in one of the multiplayer modes.

Although the main adventure is strictly a single-player pursuit, there will be three versus modes for up to four players. Details of exactly how these multiplayer modes will work are currently scant, but Tokita reveals these will include a four-on-four last-man-standing battle as well as a two-on-two team fight. Arenas for the various multiplayer modes are unlocked by progressing through the single-player adventure. Additional characters for the versus modes can also be unlocked by playing the main game – the cast of colourful enemies displayed in these early screenshots suggests that multiplayer mode will be full of variety.

Tokita estimates that to complete the single-player adventure once will take about eight hours. Naturally, subsequent plays will reveal different plot strands, depending on which character you choose at each juncture, and only extensive play with each of the three characters will allow you access to all the special moves.

THEIR GOAL? ONLY WORLD DOMINATION

The Bouncer should break new ground in many ways, including its use of speech and audio. Square believes this will be the first game to support full voice-over over CG animated footage. Dialogue is an important part of the game, and early impressions suggest a leap forward in how voice acting is used, compared to speech-heavy PSone games such as Resident Evil 3. The voice work is actually being completed in English first, by a company called Zero Limit, which did English voice-overs for acclaimed anime film Ghost in The Shell. Animation is then being modelled around the dialogue, making for a convincing synchrony. The Bouncer will ship on DVD with multiple language versions, allowing Square to release it in all territories at the same time.

The game's opening sequence uses a typical cinematic ploy. Before we meet the three main characters fooling around on an average evening at the FATE Bar, we're given a brief, tantalising glimpse of the scope of the mission at the heart of the game. A television news programme reports on the misgivings concerning an impressive new 'microwave satellite' being launched into space. Despite backing from major international governments, no details have been forthcoming on how radiation from the satellite might affect Earth. The company behind the project? Aeronautical giants, the Mikado Group – the very same Mikado Group who despatch their special forces to Bar FATE to kidnap one of its favourite patrons, the cute but mysterious Dominique.

The straightforward 'rescue-the-princess' motivation of *The Bouncer* has already been given wider context, although detail is deliberately vague. This mystery urges the player forward in search of clues, and allows the creators to shift the adventure from the doorstep of the FATE Bar, via a deserted subway station, to the towering headquarters of the Mikado Corporation, and – who knows? – beyond into space. Although Tokita-san claims he prefers quieter, more affecting films such as *Taxi Driver* to fantasy epics like *Star Wars*, he certainly knows how to stir a plot. He has worked closely with the composers of the game on a complex dramatic score which includes individual musical themes for each character.

As with a number of recent PSone adventure games (the Resident Evil series and Square's own Parasite Eve 2, for example) the enemy is not an individual but a company. This suggests a political or moral edge to the game, but Tokita is not convinced. "We just needed a large organisation for our characters to infiltrate. I suppose the fact that this organisation needed to make money or have power was important," he explains, hinting at the satellite cover-up plot. "You can take what you want from that. But Square is a large corporation, so I shouldn't say much more!" He laughs, but given its recent sales record, perhaps Square's bid for world domination will happen sooner rather than later.

The Bouncer should be released in March 2001, months before Final Fantasy X. "Square has not yet released its flagship PS2 title," notes Tokita, with typical humility. "Having the chance to take the initiative before such a game is a worthwhile challenge." The Bouncer's remit – to fuse two distinct gaming genres in a cinematic setting – is hugely ambitious. Yet everything points to a classic. One of the biggest game companies in the world is not yet at the PS2 party, but come spring, the velvet rope will be held aside. Square's name is down, and it's most definitely coming in.

Square's **The Bouncer** is due for a March 2001 release.

SQUARE PLANET

We know about Final Fantasy X and XI, but here are more Square franchises we'd like to see on PS2.



PARASITE EVE

FBI cutie Aya Brea takes on *Resident Evil* in the survival horror wars, using latent psychic energies to help mince those mutants. PS2 fame awaits.



VAGRANT STORY

Action-RPG thriller, in which Ashley Riot wreaks revenge on II medleval despot. This depth of adventuring surely deserves a PS2 sequel?



FRONT MISSION

Speedy turn-based strategy gameplay, featuring glant mechs blasting the crap out of each other. You'd be ■ wanzer not to want this on PS2.

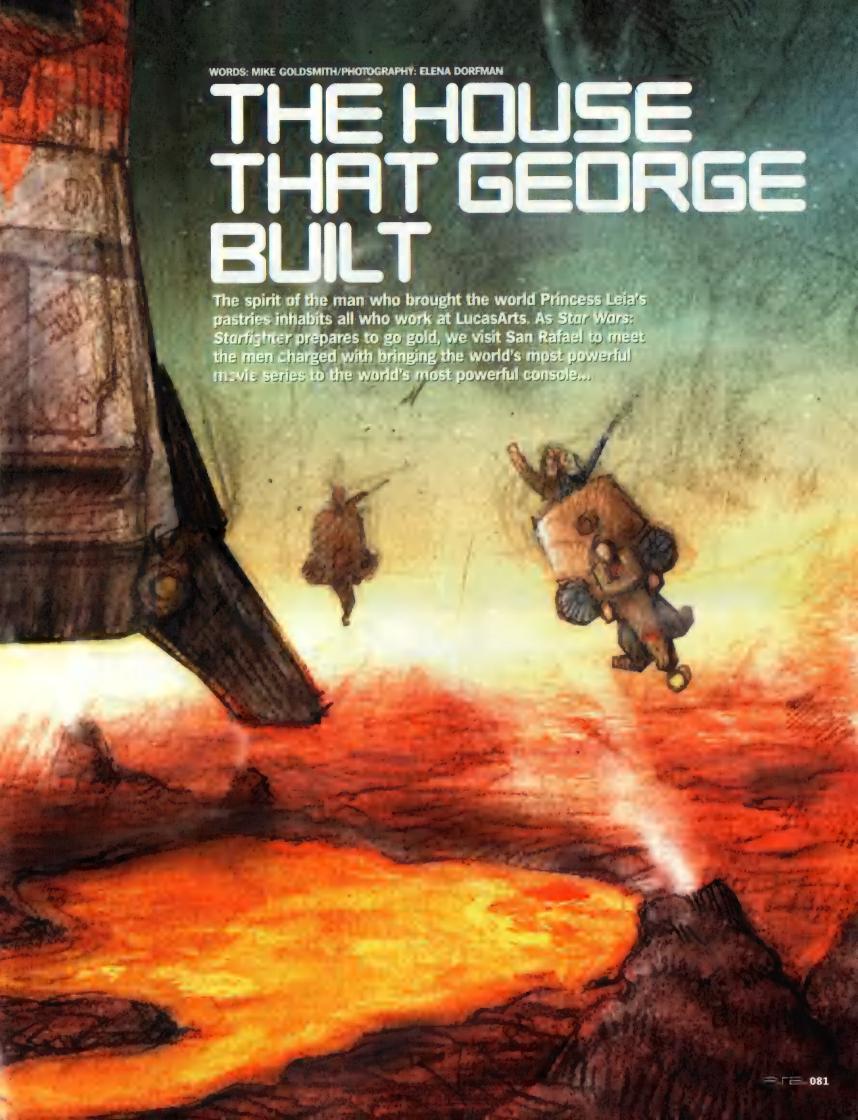


CHRONO CROSS

This invigorating, time-travelling RPG was massive in Japan and the US, but never came to the UK. Time to rectify things on PS2.











The first thing you notice is the fog. Not smog, like that in the City of Angels, 344 miles south on Route 101, but 100% genuine fog. An idiosyncratic by-product of San Francisco's unique oceanside geography, white mist billows up from below the Golden Gate Bridge and clouds your view of both road ahead and city behind. As the haze gradually clears,

San Quentin Prison looms on the right, while commuters cruise at a steady 55 on the same highways Steve McQueen hammered down in *Bullitt*. It's an evocative but hardly accurate introduction to Marin County, the picturesque and affluent setting that is home to the San Rafael-based developer of such point-and-click adventures as *Sam & Max Hit the Road*, *Day of the Tentacle* and *The Secret of Monkey Island*. Not heard of them? Okay, they also make the odd game based on a movie franchise. You know. The one with Wars' at the end.

LUCASARTS PAST

Some backstory then. LucasArts was formed in 1982, developing such early PC games as *Koronis Rift*, *Ballblazer* and *Rescue On Fractalus* for other publishers. However, in-house publishing swiftly followed, with such titles as *Maniac Mansion* and, in 1989, its first movie-based game, *Indiana Jones and The Last Crusade*. It wasn't until 1992 that LucasArts played its trump card and started III videogaming snowball rolling that has culminated in the reason why we've travelled over 5,000 miles to Marin County. The name of the game was *Star Wars*, developed in collaboration with JVC Musical Industries for the Nintendo Entertainment System, and it started something that's about to begin anew on PlayStation 2 this winter.

Revealed for PS2 during May's E3 videogaming expo, Star Wars: Starfighter is a flight game aiming to build on the success of LucasArts' estimable heritage in that genre on the PC. Flight sims such as X-Wing (1993's best-selling PC game) and TIE Fighter [X-Wing for Sith disciples] have thrilled tech buffs who want to tweak every detail of their spaceship's hyperdrive, while 1998's Star Wars: Rogue Squadron gave N64 owners

adventure game depth to compliment the space combat carnage. With Starfighter, LucasArts hopes to combine the appeal of both these sub-genres into one game that retains the complexity of X-Wing, but adds the narrative thrust of Rogue Squadron.

"The game has been in development for over two years," begins Daron Stinnett, Starfighter's project leader since its original name of 'Project Europa'. "It started out more of a sim-based, X-Wing type thing. Then, when we got into the game, it moved more towards the Rogue Squadron style, which was very well received by people here. We already had the depth of X-Wing, combined with the dramatic environments PlayStation 2 makes possible. Now, by adding the Rogue Squadron adventure component, the game became more interesting. Instead of the 50 military-style missions of X-Wing, we could chop it down to 20, but add more depth to each one. Other things changed too. In order to support Starfighter's original X-Wing/military theme, we had a whole pirate war side story that was supposed to be happening off screen. But Skywalker Ranch wasn't happy with this pirate stuff brewing, and they were right. In the end we chopped the whole thing out out."

You can understand the concern at Skywalker Ranch [home of parent company Lucasfilm – see Back At The Ranch] when you take on board the fact that Starfighter is set during Episode I, current centre of all Lucasfilm's attention. The story chronicles the adventures of three mismatched pilots – rookie flyer Rhys Dallows, gun-for-hire Vana Sage and rogue pirate Nym. You take control of this trio of unlikely allies as they work together to take on the Trade Federation, which has invaded Naboo [see The Story So Far... for details]. That's where Starfighter intersects with the Episode I story line – and where it leaves it. Before coming back to it. And leaving it and...

"You'll hear and see stuff from Episode I," explains Reeve Thompson, Starfighter's production manager and alumni of the PSone's Jedi Power Battles and Star Wars: Racer for the Dreamcast and Mac. "For example, the detention camps where they sent all the Naboo people? You never actually saw those in The Phantom Menace. Well, we have a raid on one of those camps – you have to escort three rescue boats sent to pick up the prisoners.



"We were the first LucasArts project to use a story built around Episode I," continues Stinnett, a man used to working on the parallel story lines of that seminal Star Wars spin-off, the PC shoot-'em-up Dark Forces. "It's always great fun when you get to go and make new canon. Wherever we found inspiration in the film that we thought might lead onto another mission, we hooked it in. But the fact that we didn't have to stick to the events of the movie gave us plenty of freedom. In fact, the game started off very removed from it — we focused on the new characters and vehicles we'd created. Then, over time, we found ways to start bringing the game and the film closer together. That's cool, as we got to fill in some of the backstory on the movie. I feel very fortunate that we could do that, as apart from the space battle at the end, there wasn't a lot in Episode I that fitted our criteria."

LUCASARTS PRESENT

LucasArts' decision to move its PlayStation 2 Star Wars titles away from direct movie licences, and into more original areas, is a good one. After all, It's exactly what the popular PC titles did back in the Nineties, to great effect. Since then, Rebel Assault, Dark Forces and Force Commander have become franchises in their own rights. In the same way, Starfighter harks back to LucasArts' roots by applying original ideas to George Lucas' cinematic visions, rather than simply retreading a film. After all, Starfighter has to justify its existence as a game first, and as a Star Wars spin-off second, or it'll end up alongside the dusty rows of Jar Jar Binks backpacks at Clinton Cards. That means good characters, plot, and scenarios – not a watered down Episode I.

"Everything that happens in *Storfighter* has sound gameplay thinking behind it," says Stinnett, emphatically. "Look at all of our *X-Wing* and *TIE Fighter* games, and a lot of other flight sims out there. You're in the military and you get a briefing handed down to you, usually with gobs of text and diagrams. Then you go and do your mission, and go back for another

THE STORY SO FAR...

What's Star Wars: Starfighter all about, and how does it fit in with Episode I? Reeve Thompson takes us through the back story.

The Starfighter story follows three different pilots. It begins with Rhys Dallows, who's a Naboo fighter pilot in training. You follow him for a couple of missions, and then some of the precursor stuff that occurs before the blockade of Naboo in *Episode 1* happens. Mercenaries come in to attack Queen Amidala, and Rhys's ship ends up damaged. He's knocked unconsclous and his ship is flung off into space.

"Rhys wakes up days later to find this creature called Reddy, who's II Toydarian just like Watto in Episode I, trying to salvage his ship — without realising Rhys is still alive. Reddy suggests they go and see his friend Vana Sage to fix up the fighter.

"Vana used to be ■ Naboo pilot, but she's since gone off to be a gun-for-hire. We then follow her for a couple of missions where Vana does some training stuff – test flights for the Trade Federation in one of the new ships they've been building. After she's done these tests, the Federation decide they don't want her to leave with the information, so they decide to kill her. She narrowly escapes after discovering a mysterious factory the Federation has been working on.

"Vana then goes back to

"Vana then goes back to her base and runs into Nym, who's the third character you get to play. It turns out that previous to the Storfighter story, Vana imprisoned Nym and stole his ship. Nym's pirate buddies got him out of jail and now he's come back for revenge and his ship. "They then have a

"They then have a confrontation, and Nym ends up locking Vana in a locker, gets his ship back and goes back to his base – which is promptly invaded by the Trade Federation. Nym's base is destroyed, a lot of his men die and he's left homeless. That's the opening act, because all three are attacked by, or have whose booked off, Nym's base is destroyed, and so the three of them have to get together. Naturally, they decide to alliberate the people of Naboo and b) really stick it to the Trade Federation..."



briefing, It just goes back and forth that way. I wanted to break that. You're now playing as a certain character, you're flying their ship, you're taking over their body... That means we can drive the in-game goals of that character, rather than just having this command figure giving orders from on high. Before Starfighter ever became a PS2 project, the idea was to do something interesting in the Star Wars universe. When I worked on Dark Forces, we did the same thing – we created our own characters, our own universe."

"George Lucas Is great at making these universes crammed with tons of things," continues Thompson. "We revel in that fact that we can go to these crazy lava planets. We also had a lot of fun directly playing with the story of *Episode I*. It hasn't been something where we've just shoehomed in *Episode I* ideas. We can look at events like the blockade of Naboo, but treat them very differently. There is one story the movie chose to tell, but there are obviously lots of different characters who it would have touched."

Some facts then. Starfighter comprises 14 levels, which take place on proad variety of different planets, terrains and locations. Levels happen in space, over deserts, through waterfalls, on lava planets and even inside huge and beautifully-detailed Trade Federation ships. Even at this early stage, the attention to detail is amazing, with space debris flying past your cockpit and a desert level where you can see and fly to distant horizons.

Though not included in the version we played, 20 beautifully-rendered starsh is will be available – expect to fly nippy Naboo N-1 starfighters, the stealty –enabled Guardian ship, Nym's Havoc gunship, plus such vehicles from Episode I as the Trade Federation's Lander craft. ["You're in the turret of the Lander, so you can do some B-17 Squadron-style action," laughs Stinnett.] Don't expect ships with a GT3-style reflective shine, though. This is Star Wars.

"The big difference in our approach to Starfighter is that, unlike lot of other PS2 games out there, we never intended to make a tech demo," says Thompson as Stinnett fires up the PS2 dev kit for us. "Okay, we can make a lot of shiny ships, we can do cool particle effects blah, blah, blah. But we said, "We want to make a flight game, we want to set it in the Star Wars universe, we want this story – now how do we utilise the power of the PlayStation 2?" Star Wars has this great thing of being hi-tech but looking really beat up – that's what makes Star Wars unique.

"So instead of making the ships super shiny like a *Gran Turismo* car, we've used a multiple rendering path so we have both reflections and

//There's a long history of flight games out of LucasArts, and we want to make something worthy of a unique place in that history//

scratches all over a ship's hull. Certain parts of the ships have the metal exposed under the paint, and these parts reflect more there than other places. Even the chrome on the front of the Naboo Starfighter is scuffed, so some areas are shiny while others look beat up a little. Everything we're doing technically is driven by the story and this world we want to create. The story drives it rather than the other way around – we're using the technology for a genuine purpose."

Stinnett puts down his Dual Shock and takes up the baton. "George sets an example in this area. Even though he's got all this cool technology at his disposal, he's always said it's there to support the story. He was the first to go out there in the original Star Wars and make it dirty, not shiny, so it looked like a real place. I appreciate that approach and LucasArts does too."

Stinnett loads up several levels of Starfighter and proves his point – dirt falls off the guns as they strafe a Trade Federation ship, and as paint chips away, reflections increase in intensity. It's impressive stuff – and, admittedly, easier to see given Starfighter's current spluttering frame rate – but once the game is optimised for speed, it should play as good as it looks. As Stinnett pilots a ship through a night canyon level that has to be seen to be believed, can Starfighter really hope to reach the heights of X-Wing and TIE Fighter?

"There's a long history of flight games out of LucasArts, and we want to make something worthy of a unique place in that history," concludes Thompson. "A game that captures the same excitement and takes the best elements from previous games and combines it all in one. When going forward, I tend to look back at what we've done and figure out how to push that envelope."

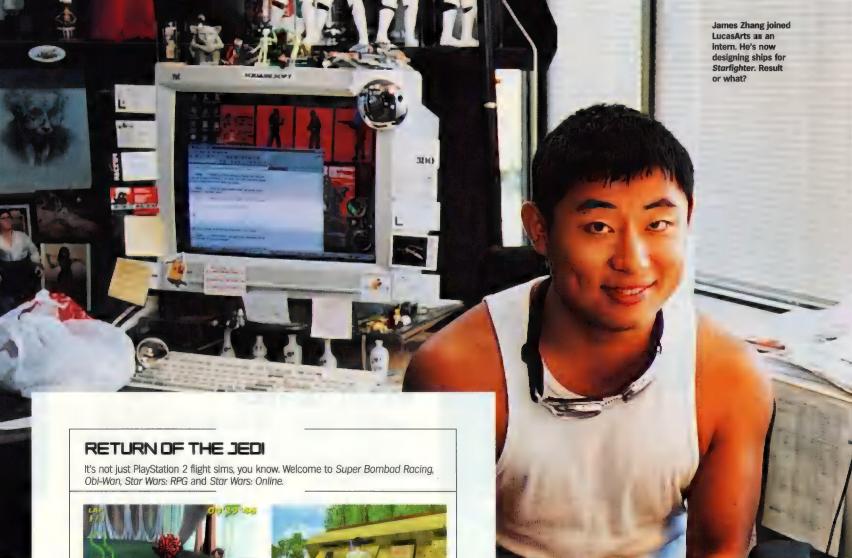
LUCASARTS FUTURE

"Now I've read the script and now I know what the story is, we're in a very good position to move ahead with two or three concepts."

It's the day after our exclusive look at *Starfighter*, and the man sat opposite is telling us he's read the script for *Star Wars: Episode II.* Buried inside Simon Jeffrey's head is information Jedi fans would quite possibly kill for – a scenario we wisely refuse to consider, given the infamous offshore prison just a few miles south of LucasArts. The reason Jeffrey has reaped such a mental treasure trove is that he's President of the company, stepping up to the role ten months back after working for there for over two and a half years. He also knows a lot about PlayStation 2.

"We first started looking at PlayStation 2 about 16-18 months ago," explains Jeffrey. "We knew that PS2 was going to be a pretty hard machine to develop for, and that's absolutely been the case. We approached it with a taskforce approach in mind, rather than project-by-project. This meant we





Star Wars: Super Bombad Racing

comes Maul (and Jar Jar)

A full-on Marlo Kart-style racer, the game includes eight Episode I characters (Darth Maul, Anakin, Yoda) with their own vehicles and special attacks. Each is superdeformed, and you can race head-tohead or in four-player split-screen. Bombod looks fun, not for the secret characters, 25+ weapons or the chance to race around Coruscant, but because this is the only Lucas game where you are officially allowed to beat up on Mr JJ Binks.

Out: First quarter 2001. Anticipation rating: Smack that Binksi 7/10



Dark Forces meets Quake on Naboo

Obi-Wan is an unofficial continuation of the Dark Forces series. Instead of controlling a Jedi, you play as Obi-Wan. The game includes events from Episode I, but follows path parallel to the movie. Nothing's planned yet for PS2, but LucasArts President Simon Jeffrey revealed, "It's still very much a PC skew, but we want to do a PS2 version. We've done some R&D on it, and we should be in a position to release it early next year. Out: Could be "early next year."

Anticipation rating: PC previews rocked. 8/10



Star Wars: RPG

Dungeons & Dragons? Sabres & Sith, more like,

Announced by LucasArts and Bioware [Baldur's Gote], Stor Wars: RPG is a single-player RPG set 4,000 years before Episode I. It focuses on ancient struggles between the Jedl and the evil Sith. That means original characters plus a plot that will see the Jedi set up their mythic order. Bloware said it will use a version of the Neverwinter Nights engine for the game's 3D graphics. The interface needs work though. According to Jeffrey, "It's all about figuring out what can work."

Out: Development has begun. Maybe 2002? Anticipation rating: Bioware? Ace! 9/10



Star Wars: Online

Plug in that modem, boy. It's going to get rocky

In March, LucasArts announced it would partner with Sony Online Entertainment and Verant to create the "first multiplayer Star Wars online RPG." Thousands of gamers will be able to play combat and mission-based quests in the Star Wars universe at Sony's Station site (www.station. sony.com). Will it come to PS2? Jeffrey doubts it, but we disagree. After ail, Verant has announced a PS2 version of its successful online EverQuest (pictured) that over 120,000 people play every day. Out: Late 2001 has been mooted. Anticipation rating: Fire up that PS2! 10/10

could work out what technologies to use in order to move code over from PC to PS2. Then that could be optimised, and the rendering could begin. This enabled us to see what would work from an early stage, rather than going hardware native from the get-go."

It's a clever move from an obviously clever man. According to Jeffrey, such decisions give LucasArts, "an advantage for our next wave of games." His example being the anti-aliasing problem currently facing developers. "The work we did when we first got dev kits meant that we could get code up and running early on. That meant we were able to crack the anti-aliasing problem before people even knew it was a issue."

But more important problems lie ahead for LucasArts. While its quality reputation is still intact on PC, weak Episode I games on PSone have left it tarnished in consoleland. It's an issue that Jeffrey is more than aware of.

"Absolutely," he admits. "We won't be doing as many games based on Episode II, maybe ■ couple. Starfighter is a good example in where our future lies. I think we've learnt quite a bit from what happened last year with Episode I. If you look at some of the games that were released around that film, you could accuse them as being part of a licensing machine, rather than games built as games. We also discovered people like Star Wars gaming because it expands the universe, does stuff outside the movie and creates new locales, new characters, new stories, new vehicles. While Starfighter is set in the same time frame as Episode I, we're looking to expand the universe the movie introduced, and tell new stories. We think we can do that well, and we absolutely want to build Starfighter into a franchise."

Given the man's public passion for adventure gaming and Star Wars, the idea that LucasArts could be considered a mere licensee rankles with Jeffrey. He reveals the plans afoot to move LucasArts on, with Starfighter only the first step. "In general, what we're striving to do is reinvent ourselves," he explains. "LucasArts became a well-known, well-established brand based a small quantity of extremely high-quality games that hit some kind of chord within the marketplace. What we're looking to do is be what we used to be rather than a company that puts ten games out a year, we'll be a company that puts out five to six, of which maybe half will be Star Wars and half will be original. Certainly a lot of our in-house development is focussed on original games, some of which will be familiar to people who played our games in the late Eightles and early Nineties.



"We have an opportunity to be original, daring and creative where a lot of software houses don't, because it's a time where everyone is focussed on safety, everyone is focussed on building franchises and licences. It's ironic we say that, because we have one of the world's biggest intellectual properties to work with, but we very much see the future of our business as not purely based on Star Wars – we want LucasArts to be known as an original and creative company as well. It's a complete reinvention."

It's a reinvention that tentatively includes online gaming ("Going forward, it's absolutely part of our business plan. There are still issues on the international markets about connectivity, and it's an expensive business to be in. While we absolutely believe it's part of our future, we're just not saying it's going to happen next year or even the one after"), PS2 continuations of old games ("We're pretty much looking at everything we've got. We're always going to build 'story' games – not necessarily point-and-click adventures – but story games are very much in part of what LucasArts is") and even the industry's latest buzzword, episodic gaming ("I would say it could be part of our business. We would tread very carefully"). The real future however lies in that other gaming catchphrase, convergence – a business model LucasArts are understandably behind.

"We probably work closer with our parent and sister companies now than we've ever done," continues Jeffrey. "We have ongoing projects with industrial Light And Magic, we work very closely with Skywalker Sound and, obviously, Lucasfilm is our parent. The companies very much see convergence as a way of sharing what we do and benefiting from that. We have high-quality technology companies outside our industry that we can benefit from, and likewise as their industries become more interested in the interactive arena, we can benefit them, too. They're extremely interested in what we do over here..."

Which is where a certain Mr Lucas comes in.

"He'd just met Ken Kuturagi," laughs Jeffrey, as your correspondent reminds him of a George Lucas interview where, instead of promoting Episode I, Lucas raved about the possibilities of PS2. "Right now, George is wholly occupied with making Episode II. It will be that way for a while, but he has an extreme and intimate interest in what LucasArts does. I meet with him on an extremely regular basis, and he is Chairman of our company and our board – we report into him, and he wants to know what we're doing and

//The man sat opposite is telling us he's read the script for Star Wars: Episode IL Buried inside Simon Jeffrey's head is information Jedi fans would kill for//

to have input into it. And with regard to the Episode II games, George has an extreme interest in what happens there."

Finally, the magic words. Episode II.

"It'll be different for *Episode II*, in that we're not going to do the game of the movie. We made that decision six months ago." Jeffrey reveals. "We're much more interested in picking some aspect or character or situation from the movie and fleshing out a story à la *Starfighter*. Since we first started getting ideas of where *Episode II*'s script and story were going, we started formulating ideas of about what games would work and what games wouldn't. We spent a lot of time at management and development sessions literally going through lists of games ideas, concepts and genres, checking stuff and crossing other stuff off."

If that's the future for Star Wars, what's the distant future for LucasArts?
"One of the nicest things about working at LucasArts is that we get to
see snippets of what's happening elsewhere in the entertainment industry,"
he concludes. "When I see the movie CG tech that Industrial Light and Magic
are doing for the movies that'll be in cinemas two to three years from now,
it's nothing short of stunning, it also gives us ■ visualisation of the games
we'll be making a year or so after that. Same with Skywalker Sound and the
sound techniques they're inventing continually. They're always a step ahead
of us and it shows where we're going,"

After the disappointment of recent PSone titles, the future looks bright for LucasArts. Jeffrey's plans are both intelligent and infectious, and *Starfighter* could be the catalyst for an original *Star Wars* PS2 universe with the same values as its PC equivalent. New games are in development, *Star Wars*: *Episode II* hits theatres in 2002, and the company is planning to move its 350 staff over the Golden Gate Bridge to the Letterman Digital Arts Center some time in 2003. The creative fog is clearing, the mini-Cloud City over San Rafael has gone. LucasArts is back doing genuinely creative games again. From here in Marin County, the view looks just fine. □



Inside the new Total Film...

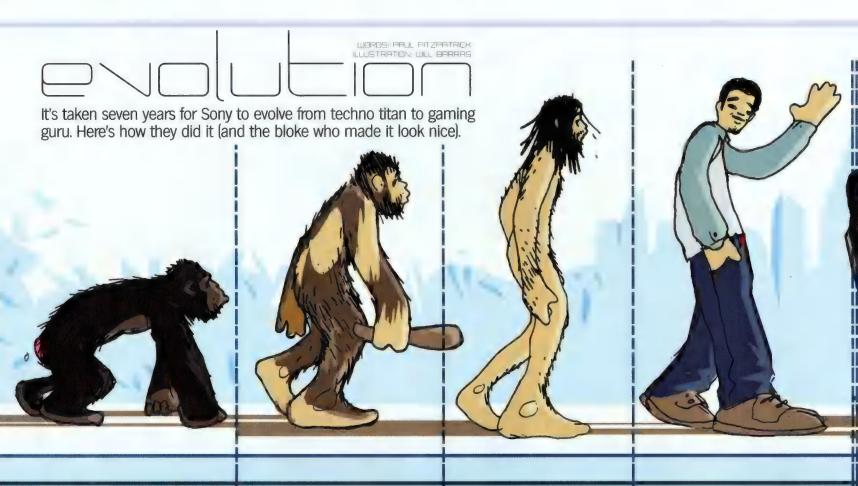


On sale now!





Sony shot for the stars and delivered a really sweet piece of kit. It even designed PS2 so cleverly so that if you buy two, they make perfect bookends... Dave Perry, President, Shiny Entertainment



TIMELINE

PRE-1993 In the late Eightles while working with Nintendo to produce a CD-ROM drive for its Super Nintendo **Entertainment System** console, Sony decides to produce its own machine to run software from either a CD drive or SNESstyle game cartridges. The Research and Development team is headed by one Ken Kutaragi, the man who designed the audio chip for SNES. Just as this new 'Play-Station' Is named, Nintendo calls off the deal with Sony. After a brief flirtation with Sega, and an unsuccessful prototype, Sony rethinks. The cartridge port is dropped, and Sony promises that the 'PS-X' (working title) will have 3D graphics capabilities

1993-1994 third-party developers to ensure that its new console will have a surfeit of quality software. Sony Japan nabs Konami and Namco, while Europe pays ■ cool \$48 million for Psygnosis. This bold decision to encourage as much software as possible (in direct contrast to Nintendo's strict quality control) will prove to be key to Sony's success. The now hypthen-free PlayStation is launched in Japan on 3 December 1994, priced ¥39,800 (£250). A European roll out, In September 1995, shifts over 50,000 units in six weeks.

1996-1998

By August 1996, over 72 million units have been sold worldwide That figure is doubled in a little over six months. By the end of '98 the number of PlayStations shipped has passed a staggering 50 million, with 389 million games sold. Sony's newcomer is eclipsing Sega's Saturn console and even the more powerful Nintendo 64.

NOVEMBER 1998

Sega's Dreamcast, the first of the next generation consoles Is launched in Japan, with an Integrated modem for online gaming and 128 bit visuals. Yet with only four games available on day one, the DC software base that had been key to PlayStation's success.

MARCH 1999 The 'next generation

PlayStation' is by Kutaragi-san. He predicts that it will be "the future of home computer entertainment." It will be three times as powerful as a 500MHz Pentlum III, and 50 times more powerful than the original PlayStation. It will also have an Emotion Engine™ processor and a separate Graphics System processor that will be able to push out up to 75 million polygons a second. A next-gen Tekken demo wows the crowds, as does talk of more involving gameplay, backwards compatibility, the ability to play DVDs and a convergent future. Kutaragi is duly promoyed to President and CEO of Sony Computer Entertainment Incorporated (SCEI).

SEPTEMBER 1999

The PlayStation 2 is finally given a name and III launch date. It is a bold design statement with its mix of Zen psychology (representing Earth and spacel and The games look fantastic; an early glimpse of Gran Turismo 3 suggests near photo-realistic In-game graphics are within reach. "We are on the threshold of a golden era of home entertainment that stretches the definition of videogames in the same way that the colour film techniques changed cinema forever," says Phil Harrison, Senior Vice President of Development, SCEE.

15 OCTOBER

The Dreamcast Is launched in the UK with an advertised six billion online opponents - who fail to materialise. This is partly due to the hopelessly weedy and underpowered 33K modem offered which doesn't actually appear until six months after the console hits the shelves anywayl Sony's five-year-old, 32 bit PlayStation is still selling more than all its competitors put together.

4 MARCH 2000

Massive queues greet the launch of the PlayStation 2 In Japan, with 980,000 sold over the first weekend. Over a million games are shipped, and Japan's previously modest DVD movie market



8 JUNE 2000

Sony announces that It is to produce a combined broadband modem and hard disk drive for the PlayStation 2. This confirms that Kutaragi's earlier prediction that the PS2 will be the "future of home computer entertainment" was far from waffle. A tomorrow filled with downloadable media (games, music, films) is assured. A second announcement tells of the relaunch of the PlayStation - with cute new portable dimensions – as the PSone. This is the first time that a company has promoted two generations of game console at the same time. (Not that PS2 is a 'game console', of course.) The PS2's ability to run PSone games ('backwards compatibility' means that the Sony family is linked by more than just ■ shared name

4 AUGUST 2000

Due to unprecedented demand for the PS2 In Japan the European launch date is pushed back to 24 November, just under a month behind its previous shared launch date with the USA. Stateside gamers will still get their PS2s on 26 October. A price of £299 is announced for the UK, identical to that of the original PlayStation on its launch in 1995. So much for inflation.

13 SEPTEMBER 2000

With the PS2's hard disk drive in mind, Sony announces two new peripherals that will add further interactivity to the machine. The Cybershot digital camera will enable owners to download pictures onto the hard disk drive and the bizarrely named Popegg printer will let you print them out. The Cyber-shot also opens up the potential for players to put their own faces future games, with Konami's ISS football franchise one of the first to sign up.

28 SEPTEMBER 2000

The final European launch game line-up is released with headline titles Tekken Tog Tournament and Ridge Racer V sharing the limelight with dark horses ilke SSX and TimeSplitters. There are 33 launch games in all, by far the largest day-one software line-up of any console ever. A lesson has been learnt from PSone's games-led success. Sony claims that by March 2001 there will be a further 64 releases, and also points to a further 200+ games already in development.

24 NOVEMBER 2000

The PS2 finally hits Europe, and between November and Christmas, 200,000 lucky people will tear open their packages in delight. But that's just the beginning... A&Q



TEIYU GOTO

A important figure in the development process, Goto-san is the designer who made PS2 look we stylish. Here he reveals where his inspiration came from...

How long have you been at Sony, and what did you work on previously?

I started in autumn 1998. Before PlayStation 2, I was involved in the design of the Valo PC.

You didn't design the tech spec of the machine, just the way it looks. How did Sony guide you when you started work?

Kutaragi-san told me right from the beginning that he wanted
□ completely unique design. We had sold a lot of PlayStations and needed to convince the people who bought the old version to buy the new one. It's been said before that the PS2 performs comparably to a very powerful computer, and management wanted people to be able to feel that from the design.

What inspirations did you bring to the design on PS2 yourself?

I feel that there are many wonderful elements in the new entertainment world created by PlayStation 2. I wanted to convey this feeling through the product's design. In the same sense that this new entertainment world is created from nothing, I imagined the black areas to be space, and the new world to be formed from it. The idea of life and birth here on earth is represented in the gradations of blue, because I imagined life being born from the oceans. The difference between the first PlayStation and the PS2 is that the first PS was designed as a tough machine that could be used safely for a long time by people of all age groups. Just as there is a huge conceptual difference between simply making a new videogame machine and creating a new entertainment world, there is a big difference in the designs of the two units.

What is your favourite feature of the PS2's design?

The fact that we were able to incorporate a tray loading mechanism, allowing the user to stand the unit on its side. People don't want to have to think about where to put the machine when they want to enjoy a new game, and might wish to stick it, for example, next to the TV or on a desk. Our design has allowed them to do that.

Any ideas for PlayStation 3?

That's a tough one. Before you can say where the design will go from here, you have to guess where PlayStation 2 will go, which is an interesting as well as difficult question. You always have to produce something new. I think the next generation will see an even more drastic change than the last. Building a new entertainment world, one that brings together and fuses many different elements, is a situation that will lead to the creation of the ultra new. I'm really looking forward to it. □ SR

See next issue for our full interview with SCEI's Goto and Kuturagi-san on how PS2 was created.



When we first heard of the Emotion Engine. we thought 'what the f***'? But having worked with the machine for a year now, we're beginning to see where Sony was coming from. Sam Houser, President, Rockstar Games

1. MEMORY CARD PORTS

Essential for those occasions when you can't dedicate 150 consecutive hours to the latest in the Final Fantasy series, the PS2's new 8MB Memory Cards leaves you free you to strike a (relatively) healthy balance between indoor and outdoor life. Bigger ones are planned, as is Memory Stick data storage

2. JOYPAD PORTS

Doing their best to blend into the ribbed facade of the PS2, these two ports are Identical to those found on the original PlayStation. Plug in those Dual Shocks and you're away.

3. USB **PORTS**

The Universal Serial Bus, or USB interface. has nothing to do with public transport. but everything to do with connectivity between your PS2 and all manner of function enhancing peripherals. The USB port is already the industry standard for Macs and PCs so you can feel secure that Sony are not going out on an untested

limb here.

4. i-LINK PORT

Sony call it the i-Link port or \$400, Apple Mac users call it Firewire, while techbuffs refer to it with a fond sigh as the call it an extremely efficient way of transferring large amounts of digital Information (the kind you find in high resolution images) to and from your PS2.

PHOTOGRA

5. THE CD/DVD DRAWER

Dispensing with the low rent, pop-up CD lid of the PSone, the new machine has a sliding drawer giving it instantly enhanced gravitas and, if you like your machine on the horizontal plane, somewhere warm for the cat to sit. But the desired position is to stand your PS2 on its end, and with that in mind Sony has given the tray # small lip to keep the disc steady.

WORDS: PAUL FITZPATRICK DTOGRAPHY: LOUISE BROOM

6. RESET **BUTTONS**

The Reset button is located directly above (or to the left if the machine is vertical) of the Open button and has two functions. Press it briefly and the PS2's RAM will clear, and the current disc will reload. Pressing and holding the button'll put it in powersave mode. Reset's LED glows red when the power is on but no disc is inside, and green at other times

7. OPEN BUTTON

Pretty self explanatory. The open button triggers the CD drawer to slide out with supreme smoothness, but that's only half the story: press it again and the whole process goes into reverse, accompanied by ■ gently winking, ice blue LED that glows once a disc is loaded. Lovely.

EXPANSION **PORT**

If, having eagerly unpacked your PS2, and with the distinctive scent of polystyrene and factory fresh hardware clinging to the air, you're intrigued as to what the sizeable, flapconcealed cavity to the left of the cooling fan is, all will be revealed soon. What you are looking at is the port for Sony's planned hard disk drive/broadband

Much like the human body, the surface of the PS2 harbours all kinds of knobs, buttons and orifices. Here's what they're for.



DUAL SHOCK 2

as hard **yo**u like.

Digital? Not any more. In the world of game controllers, analogue is now king. The original Dual Shock had analogue sticks but digital buttons. The Dual Shock 2 might look like its pale cousin but is now fully analogue, with

buds shock 2 might took like its pale cousin but is now unly analogue, with buttons that can detect 256 degrees of pressure. Let us explain...

Imagine you're playing a beat-'em-up. With a normal Dual Shock, a kick is a kick however hard you're hammering the ③ button. With the Dual Shock 2, the force of it is proportional to the pressure you exert. Gently tap the ③ and your fighter will knee the opposition in the family jewels. Slam that button hard and he'll drop kick him into the middle of next week. Playing a football sim? A small stab of @ will produce a hard thump will produce a netbuster.

The possibilities are endless. Whether minutely judging top spin in a tennis title or accelerating with finesse on *Gran Turismo 3*, the future is



9. A/V OUT

Identical in all but shade to the PSone's. this thing connects your system to the outside world via the medium of cable, and so rescues your PS2 from life as a flashy, lightly humming paperweight. In short, you connect your TV from here.

10. COOLING FAN

This sucks. No, really It does. The PS2 is a beefler console than its grey older brother and requires more energy to push out all those polygons, hence the need to keep it cool. Incidentally, the grill protecting the fan/your fingers has seven horizontal bars. which is traditionally a lucky number in Japan. (Whether this is intentional is unknown.)

11. DIGITAL OUT

This unprepossessing socket may look like a tiny cat-flap but is, in fact, an optical digital output. It enables those of you with the additional hardware to channel the PS2's superb audio Into a Digital Amplifier for a totally immersive Surround Sound experience.

6

12

11

9

12. POWER SWITCH

In keeping with the PS2's overall air of sleek functionality, its predecessor's funsized on/off button has been replaced by a discreet switch hidden around the back above the power socket. Instead of turning it off, you have the option to send your baby to sleep by holding the reset button down. Once in powersave mode you can rouse it by pressing reset again or tapping the eject button to insert a fresh disc. Just below is the socket for your power cable.

WE ARE FAMILY
Appearances can be deceiving. Come 24 November the PS2 you'll be buying will not be the same as overseas models. Here's why should stick with your www PAL...

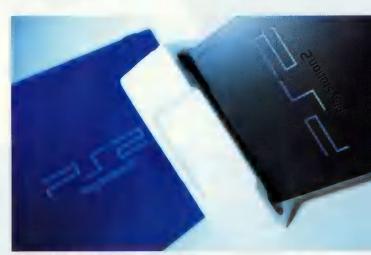
Although identical on the surface to its brethren, the European launch PlayStation 2 will have a number of differences compared to the Japanese and American models.

For one, your UK model will not be able to play imported software made for the American and Japanese machines. This is a result of differing broadcast standards over the three territories. We have PAL, they have NTSC. In short, buy British.

The second difference will be ■ sizeable port in the rear of US and European systems that will eventually accommodate | combined hard drive/broadband modem, Japanese models will have an external hard disk drive with the PS2's distinctive styling.

Thirdly, the PAL PS2 comes with the DVD driver software pre-installed - In a sentence, you can play DVD movies straight out of the box. Buyers in Japan have had to install theirs onto a memory card bundled with the system, which is fiddly, but was originally planned as a writer is fiddly, but was originally planned as a means of allowing upgrades as new technology emerged. In your machine the driver chip itself will be upgradable. And while we're on the subject, your PS2

will only be able to play Region 2 and Region 0 DVD discs. However, since R2 covers Europe, Japan, South Africa and the Middle East, those Itching for a *Darlush Mehrjoole* triple bill will not be disappointed. Turn to page 98 for all you need to know about PS2 and DVD.



WHAT'S COMING TO ME?
So you've bought one, not it home, but the PS2's minimalist packaging is giving nothing away. What arm you going to find when the box is opened?

PLAYSTATION 2

If this is missing, do not fool yourself into thinking you'll 'get round the problem somehow'. Complain to Mr or Mrs Shopkeeper.

DUAL SHOCK 2 CONTROLLER

It's sparkly black. It vibrates. It's very sensitive.

MANHAIS

Easing you into life with the most powerful computer entertainment system on Earth.

POWER CARLE Gives your PS2 the will to live.

EURO AV/SCART CABLE

This will connect your PS2 to any TV with a SCART socket. Turn the page for **■** festival of cable option info.

DEMO DISC Proof that this really

is the most powerful entertainment system on Earth.

MINI MAG

A small sample of this very magazine. You're welcome.

SONY PLAYSTATION 2: TECHNICAL SPECIFICATIONS

301mm(W) **≡**

178mm(H) x 78mm(D) (12" = 7" x 3")

Weight 2.1kg (4lbs 10oz) Media

PlayStation 2 CD-ROM, DVD-ROM, PlayStation CD-ROM

Formats supported Audio CD, DVD-Video Interfaces

Controller port x2 Memory Card slot x2 AV multi cable output x1 Optical digital output x1 USB Port [2] I-Link (IEEE1394) x1 Internal broadband modem/hard disk drive port x1

128 Emotion Engine™

System clock frequency 294.912 MHz

Cache memory Instructions: 16KB Data: 8KB + 16KB (Script)

Main memory Direct Rambus (Direct RDRAM)

Memory size 32MB

Memory bus bandwidth 3.2GB per second

Co-processor FPU (Floating Point Unit): Floating Point multiply accumulator x1, Floating Point divider x1

Floating Point multiply Accumulator x9 Floating Point dlylder x3

Floating point performance 6.2 GFLOPS

3D CG geom transformation 66 million polygons per second

Compressed image decoder MPEG2

Graphics CPU Graphics synthesize Clock frequency 147.456 MHz

bus bandwidth 48GB per second

DRAM Bus width

Pixel configuration RGB:Alpha:Z Buffer [24:8:32]

Maximum polygon rate 75 million polygons

Sound SPU2 (Sound chip) + CPU

Number of voices (using ADPCM, an audio file compression audio file compression system as used on mini disc systems): 48ch on SPU2 plus definable, software programmable volces

Sampling frequency: 44.1 KHz or 48 KHz (selectable)

Input/Output

CPU core Current PlayStation CPU Clock frequency

33.8MHz or 37.5MHz (Selectable)

Sub bus

Interface types IEEE1394, Universal Serial Bus [USB]

Communication Vla combined broadband modern and hard disk drive Details TBC

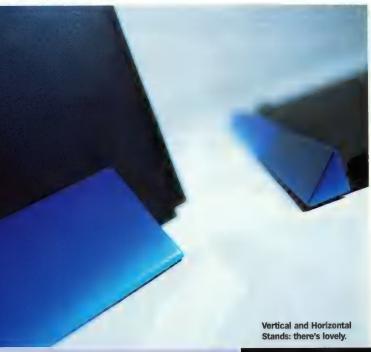
Disc device 24 x speed CD-ROM

and 4 x speed DVD-ROM





With the approaching broadband network era, we are moving in a direction that will fundamentally reshape the relationship between digital audio and video appliances, computers and the Internet. Nobuyuki Idei, chairman and CEO, Sony



VERTICAL & HORIZONTAL STANDS

Possibly not the most essential of purchases, but these stands are designed to give your PS2 extra stability and complete the blue/black aesthetic. In truth, since a horizontally placed PS2 has ■ marginally lower centre of gravity than ■ Persian rug, there's little practical need for that one. As for the vertical stand, well, the new machine Is ■ lot sturdier than the PSone. Add to this the smart placement of the potentially topple-inducing joypad ports on the lower section of an upended PS2, and there's little chance you'll need this snazzy stabilizer either. Still, it does look lovely.



*now

Hope you've still got some cash in the bank, as no PlayStation 2 completist should be forced to live without accessories like these. Time to dig deep, young gamer...

<>DIII

8MB MEMORY CARD

Although you're free to use old PSone Memory Cards on your new black box, they'll only be useful if you're taking advantage of the PS2's backwards compatibility. PS2 game saves, on the other hand, require the increased capacity of the 8MB memory card. Sony is also paving the way for ■ future of secure and accountable game downloading by incorporating its patented MagicGate encryption software into the new cards. MagicGate is one half of m system that allows for secure 'movement' of data to and from Sony approved hardware whilst preventing illegal copying of the same data once it's on your hard disk drive. Put bluntly, MagleGate means that you'll be able to pay for and then download games, extra levels and so on, but you won't then be able to pass them around to all your mates.

MULTITAP

The new MultiTap is s tiny ribbed triumph of design, looking for all the world like a diminutive PS2 but with just enough surface area for four controllers and their accompanying Memory Cards to hook up to it. Fork out for two, and the sofa cramped world of eight-player gaming can be yours.

VIDEO LEADS
The PS2 comes with a SCART lead, giving you pristine connection to the majority of TVs. But what is 'SCART' – and what do the other thrilling cable options mean?

SCART (or 'Syndicat des Constructeurs d'Apparells Radiorecepteurs et Téléviseurs' should you have more time and curlosity than is healthy) is the European standard connector for audio visual equipment, and ensures direct, high quality transfer of sound and vision Confusingly, this goes under the official name of Euro AV Cable – not to be confused with an AV Cable, which is the composite connecter Let us explain (again).



A sexy AV (or 'Composite') Adaptor.



A thrilling S-Video Cable.



RFV | If \(\text{if this is the you'll have to buy an it is the poull have to buy an it is the property of the this is the property of the property o

AV Adaptor: A largely superfluous device, its main use in main a to PS2. However, most PSone lightguns in will be rown adaptor these days.

AV (or 'Composite') Cable: This cable ends in three plugs, one for video and two for stereo sound. Sockets for it can be found on a lot of TVs, but especially those built outside Europe. Good quality, but not as good as

S-Video Cable: Similar to the AV Cable, but the resulting picture is sharper and cleaner. S-Vide connections are found on more expensive TVs.





HOW MUCH?

If want sweaty hands on any if these extras, it'll cost. Here's must be in much each one will set you back:

AV Cable: £12.99 S-Video Cable: £19.99 RFU Cable: £14.99 Card (8MB): £27.49 Shock 2: £19.99 MultiTap: £29.99

POTENTIAL PERIPHERALS Extras which have just been and will way soon.

Thanks to the PS2's socket-rich exterior, you with essential add-ons such as the Gran Turismo 3.

Infrared II. Shock 2s, a T remote

Stock address have also. Infrared II. Shock 2s, a 11 remote and Stick adapters have also conformed 1 But III. companies are also keen to 1 needs for III. or III. needs for III. needs for III. or III. needs for III. or I





Beyond the gorgeous gadgeby detailed opposite, there's a world of exciting peripherals just a few months off...

*future

www.decision to furnish the ISZ with US and felink puris is a very clear statement of intent. The successor to in PSone is to lump! I mere unit it computer entertainment Evalum with future uning implied a valid in performing it is the enthe ...E that The Inner a miner and the ...in for him Tournament and already released for using a ni title, Bikkuri) and a ka haan to world of the internet. But what else is in the pipeline?

If any has are now programmed that it will be multiply all Elph for specificity by the Co. The I wan as it's called in I gain will be a cone of mining grow and dark in your using concare to software, but that's coll, the leading of the new of State digital cameras to the state of State digital snaps to a PS2 William Card and then print them

in i±Link, win its open to handle enormous quantities will be the connection point camcorders, Software are in it will it on titles that will illiw yo to result is with the Milkeness onto in an Marit hill to invionce the hard disk drive 🖃 available, before (mi)

with the million with home videos on the inbetween will lig Gladiator in the light in t

A limit 1th drive is usually a reason in get So, why the news that the PS2 is to have one be time to to

The answer lies in Dan A decision to call a man would have a minute entertainment we occur a maramin, como la femay que like semantic by but the III keep behind it The object of the drive/broadband modem is up to the idea of a limit machine to owners the first time. In that's just the start. It is the the mily of a digital, in the modem to download with amounts of data with a matter of time (11.5%) be able to fill that the cabinet with (11.5%) If films, extra and to give new life to obligation the sunny this is ... y we in the king about a common y with interests in the music, film and an ware a durant Entreme E built in from the start



This is a new system with a massive range of software titles. PS2 has the capability to play more than 900 titles already available on PlayStation. Chris Deering President, SCEE

77





PlayStation.2.

START-UP

The spangly, euphoric burst of sound which greets PlayStation gamers as the machine is booted still has the potential to excite, acting as a tantalising prelude to a wealth of gaming pleasures. Yet the PlayStation 2's start-up sequence makes the plain yellow diamond logo of its immediate forefather look very dated indeed. As PS2 is booted, coloured sparks fly from the centre of an electric blue nebula. Jaws drop as Sony's strange magic takes hold once again.

BASIC TWEAKS

Without a disc in the machine, PS2 will pause at the Browser/System Configuration screen, allowing you to explore the various options on offer. First of all, you'll want to set the console's internal clock to the correct time. Rumour suggests that a couple of games out there will actually use the clock to present a world which exists in parallel time with our own. You might also want to turn the widescreen mode on or off.













ADVANCED TWEAKS

Moving through the menu, you can turn on the Digital Out port if you plan to connect your PS2 to a digital sound system for that full home cinema experience. You should then choose the output mode which corresponds with the connection you are using between the PS2 and your television.



Tweak, tussle and tamper. PS2 lets you play games, DVDs and CDs in exactly the environment you choose.

From the moment you switch on your new PS2, its next generation qualities become apparent. With an impressive whoosh of colour, the machine explodes into life on your television screen its intention to entertain in the most futuristic manner possible is apparent from the word go. You'll probably already have Tekken Tog Tournament of SSX loaded in the drawer, but after your first, feverish game fix, get under the hood of those options menus to discover just what PlayStation 2 can do for you.

MEMORY CARD

The glowing Memory Card icon is your passage to a world of saved games and legendary high scores. When you enter, each game save is represented by an animated icon, such as a Tekken fighter, or a pair of boxing gloves for Ready 2 Rumble: Round 2. You can then find out how much room is left on your new 8MB Memory Card, and copy or save files as you wish.













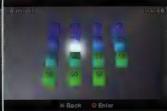
PSONE GAMES

One of the great, underrated features of the PlayStation 2 is that it will play around 98% of the PSone games currently on the market, and most importantly the catalogue of greatness you've accumulated over the past five years. In some cases, PS2 will even spruce up these games for you. Visit the Version menu and enter the PlayStation or PSone Driver. Adjust the Texture Mapping option to 'smooth' and watch those annoying rough edges disappear right before your very eyes. Try this on *Resl* or *Metal Gear* and you won't believe your eyes....

DVD FUNCTIONS

You may have noticed that PlayStation 2 plays DVDs. They appear as gold discs on your browser screen (whereas PS2 game discs appear as blue, PSone discs appear as blue, audio CDs appear as silver). The make-up of the DVD menu had yet to be confirmed at the time of going to press, but the Audio CD menu is very pleasant, with tracks appearing as rows of coloured cubes. Choose to play a particular track and the block splins in time to the music. Sweet.









"And then I finally got my Super Licence in Gran Turismo.
Yes, I did!"



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PS2 gives gamesplayers a chance to watch great films from the past on DVD. They'll demand better stories from the games they play and this will create a culture of great videogames. Hideo Kojima, creator of Metal Gear Solid 2

WORDS: DAMIE SEFTON/ILLUSTRATION: WILL BARRAS/PHOTOGRAPHY: DAMES CHEADLE

Not just a games console, you say? No sir! PlayStation 2 is also a fully-functional DVD player that can connect to a wide range of the state-of-the-art audio and video equipment.



Above is a typical dream set-up for your PlayStation 2, just right for your living room. If you happen to have just won the lottery. Or maybe received a rather large cash payout from one of those ambulance-chasing TV-advertised insurance things. Anyway. Of course, it's the games that truly matter, but the superb DVD features of PS2 give you another option. Now you can enjoy the nearest thing to that full Multiplex experience without having to endure all those noisy, popcorn-chomping children (and their mobile phones). To the immediate left we've got the essential components of a top-notch system. Then check out OPS2's three suggested Surround Sound price points, and enjoy our PS2 vs regular DVD player test on the opposite page.

PlayStation 2 can connect to TVs via an RFU, SCART or superior 5-Video connection. A HDTV [High Definition Television] output option is also included – although the technology is still

2. FRONT LEFT/RIGHT **SPEAKERS**

Provide ambient stereo effects.

3. CENTRE SPEAKER

Used mainly for dialogue, so actors can be heard clearly over the sound effects.

4. SUBWOOFER

Optional, but really worth it for the bone-rattling booms, rumbles and explosions it creates.

5. REAR LEFT/RIGHT SPEAKERS

Independent from the front speakers, providing additional ambient effects.

6. SURROUND SOUND PROCESSOR

Processes the Dolby Digital/DTS signals from the DVD and converts into six separate audio signals for the amp. Mid-price systems combine the processor and power amp into one unit.

7. POWER AMP

Provides the speakers with souped-up digital signals direct from the Surround Sound processor.

8. PLAYSTATION 2

Rather smashing home entertainment machine.

HOW MUCH?

BUDGET

Philips 28" widescreen TV: \$500 VideoLogic DigiTheatre Surround Sound system 1250 Total Cost: £750

MID-PRICE

Sony 27" Wega widescreen IV: \$800 Mission AV speaker system: \$800 Denon AV power amp/processor \$800 Speaker cable/leads: \$100 Total Cost: £2,500

Fujitsu plasma screen Tv. \$5,000 5 Linn speakers: \$5,000 REL Acoustics subwoofer: £1,500 Parasound power amp: £2,500 Lexicon processor: £3,800 Total Cost: £18,000

Just when you thought it was safe to settle down and watch your entire beloved collection of Police Academy movies on

video, you're going to have to buy them all again. Yep, DVDs are about to sweep aside clunky VHS cassettes in the same way that CDs superseded vinyl in the Eighties. Offering superb digital quality visuals and Surround Sound on a small five-inch disc, DVDs are the storage medium for the 21st Century.

It's handy that PlayStation 2 happily accepts these silver platters of pleasure, then. But can Sony's entertainment system deliver DVD movie playback on a par with stand-alone machines? To find out, OPS2 grabbed a PlayStation 2 and hooked it up to a range of state-of-the-art hi-fi and video equipment.

The test system comprised of a Fujitsu plasma screen TV, Denon power amp/processor, five Mission speakers and a subwoofer, totalling a tidy £7,100. Using Point Break and The Matrix for reference (Keanu fans take note), OPS2 discovered that the PS2 picture quality was excellent—Infinitely better than VHS—with only a slight fuzziness around the edges of foreground objects and minimal degradation of background detail. A £350 dedicated DVD player had a more solidly defined picture and less stuttering

rewind/fast forward functions, but overall the PS2 fared very well.

However, the sound capabilities were simply unbelievable. Using an optical lead from the special digital output on the back of the PlayStation 2 plugged into a Dolby Digital/DTS decoder and amp, the machine produced clean, ear-bursting digital music, dialogue and effects, in pure Surround Sound. The Matrix had the PS2 spraying bullets 360° around the room. with mini-explosions coming from every direction. The quality of the PS2's movie soundtrack was indistinguishable from that of a top-of-the-range £1,500 DVD player. All this from a machine primarily designed for videogames. CD quality was also very good, especially as the music signal was kept in the digital domain via the optical cable.

In conclusion, the PlayStation 2's DVD facilities are a great bonus, pummelling VHS into the ground and providing good enough quality to form the basis of a decent home cinema set-up. Sony has confirmed that a DVD remote control for the PS2 will soon be available, meaning you can finally relax, crack open a can, and laugh heartily at Steve Guttenberg and chums in pristine digital quality.

Thanks to Richard and John at Radfords, Bath - 01225 446245



A huge wall-hung plasma screen TV lets you view movies in widescreen.



Speakers and flat cable can be tucked unobtrusively away in the far corners of your living room.

TOTAL IMMERSION VIDEOGAMING

Sound is set to become an even more important element in PS2 gameplay.

If you've enjoyed Surround Sound in a cinema, you'll know it's a movie buffs dream-come-true, with sounds whirling around the theatre in 3D. The PS2 also has the ability to include this feature in games. Akitaka Toyama, sound programmer for Tekken Tag Tournament, has already expressed excitement about introducing home cinema effects into the beat-'em-up series. Imagine a football game where you can hear songs and shouting emanating from different areas of the crowd, or a first-person shooter with growls and machine gun-fire echoing behind you. Sound is set to become a crucial element in future PS2 gameplay.



LAND OF THE RISING DVD

How the PlayStation 2 launch has sent Japanese DVD sales through the roof.

Since 4 March 2000 launch, the PlayStation 2 has sold in excess of three million units in Japan. This has had a dramatic effect on DVD disc sales in the country, boosting purchases and rentals by as much as 1,200% compared with the previous year. The launch has also led to a reduction in the prices of stand-alone DVD players by ¥20,000 (£125) and an increase in the core market of young, twenty-something movie buffs. Japanese DVD movie releases are often months behind the US, but sales still managed to surpass traditional VHS video for the first time this summer. The UK PS2 launch is bound to have a similar effect on DVD movie sales, as an increasing number of PS2s are sold.

GLOSSARY

Jargon busting for DVD virgins.

4:3 Standard television ratio, also commonly known as 1.33:1.

16:9 Widescreen television ratio, also known

Digital Versatile Disc

A flexible medium that can store digital-quality films and music, as well as videogames and multimedia applications. Storage capacity Is 4.7GB for a single-sided, single-layer DVD (seven times more than CD), allowing approximately two hours of digital video and up to eight tracks of digital audio. This can be increased to 8.5GB for a dual-layer, single-sided disc or 17GB for a dual-layer, double-sided disc

Easter (Hidden surprises on DVD movie discs, which can include documentaries or deleted scenes.

Layers DVDs can have two layers per side, meaning more information can be packed onto the discs.

PlayStation 2 supports the following three Surround Sound formats:

Dolby Digital 5.1 The most popular digital quality audio format, delivering signals for two stereo speakers, a front speaker, subwoofer and two rear speakers.

Dolby Pro Logic An early audio process that only provides limited Surround Sound.

DTS Digital Theatre Sound. A rival digital audio format to Dolby Digital supposedly offering superior sound quality.





We didn't make *The Phantom Menace* in realtime – some of the shots in the film took 48 hours to render. On PS2, they're doing it in real-time as you sit there. George Lucas, creator of *Star Wars*





The PlayStation 2 – not a games console, remember, but "computer entertainment system". How so? Well this

incredible machine has the potential to become the centre of a complete home entertainment set-up, with videogaming at its heart. It can already play CDs and DVDs, but PS2 will soon be able to connect to the Internet, support online gaming, act as an editing suite for home movies and link-up to your mobile phone. These are all technologies which will irrevocably change the videogame landscape in the very near future. SCEE's Paul Holman is in charge of nurturing new PS2 technology and providing support to games developers worldwide. Here he explains what it all means...

INTERNET COMPATIBILITY

"The PS2 could have easily been made Internet compatible out of the box, but we think the days of the narrowband Internet format are numbered. Basically, we're waiting for the opportunity to take advantage of broadband connections when you'll be able transfer data to the PlayStation 2 at much higher speeds. Current modems are limited to the speed of audio traffic on telephone lines – 56KB per second. Our definition of broadband is at least 2MB per second. With all-digital local servers, there'll be fixed times for delivering content and less 'latency'."

BROADBAND

"We should have our broadband network up and running by the middle of next year. The most widespread means of connection will be through CATV networks, which are in place in many UK homes already, but there will be a number of other options for connection to broadband – and now I'm talking about developments underway at companies other than Sony so I can't really elaborate – which will allow access to many more PS2 owners. The next step is ADSL, but other options will soon become available."

HARD DISK DRIVE

"The hard disk drive (HDD) and broadband modem – or Ethernet connector – will come in the same package, and will









HOW IT WORKS: ONLINE GAMING

PS2 connects to a modem, either narrowband as shown here, or broadband for greater bandwidth. You can then play against distant friends online. When the hard disk drive arrives, e-distribution of complete games will be possible. Downloadable content may eventually render DVDs obsolete.

hopefully be available from next summer. It'll plug straight into the Ethernet port of CATV set-top boxes for broadband Internet access. It's necessary to build the hard disk drive and Ethernet connector together, since the most important development for us is the ability to distribute content via the Internet.

"Again, this is a development which should come to fruition sooner than first thought. You will actually be able to download a whole PlayStation 2 game to your HDD. It's basically a distribution tool, but the details of the implementation system haven't yet been decided. I can certainly see a situation whereby you could arrange to 'rent' a game for a short period - Internet distribution immediately gives more flexibility to the game-buying process. The memory capacity of the hard disk drive hasn't been confirmed yet, but I can assure you it will be big. As big as the hard discs on current, top-of-therange PCs."

ONLINE GAMING

"it's something I expect to happen naturally when the broadband modem and HDD are launched. Many third-party developers are already in possession of the technology we are using, and there are an increasing number of milddleware creators working on the online gaming side of things. A lot of the companies currently developing or looking at developing online games for PS2 already have experience in creating online games for the PC, so we're not envisaging too many problems. We also hope that these

developers will be able to create crossplatform games, allowing PS2 owners to play against PC owners online.

"The first games will probably be the usual flying games, driving games and first-person shooters. I think the concept of persistent game worlds will become more popular, and certainly something like Everquest [a PC game developed by Verant, now owned by SCEA] could make good use of the HDD and Internet connection. The model of downloadable content will certainly make people think about developing games in an episodic format." [See page 47 for details on the new Tomb Raider game.]

USB MODEMS

"You will probably be able to buy a USB modem for PS2 in the UK around springtime next year. There won't be an official Sony USB modem, but there may be an arrangement such as existed with Namco's G-Con lightgun – for example, a USB modem may come packaged with a third-party PS2 game for online play at existing narrowband speeds."

DIGITAL CAMERAS

"This is one of the elements I'm most excited about. I would have thought that early next year you will see a PS2 software program which can store and manipulate digital images. Many people will want to print out images, and that's where the Popegg printer comes in. With an internet connection, you'll be able to mall your pictures to a central service for high quality printing.

"There are already a group of developers working on incorporating digital face scans into their games." [See page 68 for the latest on this from Japan.]

DIGITAL VIDEO CAMERAS

"DV cameras will be able to connect via the I-Link port. Software will allow you to edit home movies on PS2 and email them to friends. In fact, PS2 will make for a particularly good home editing suite because the graphics chip is specifically designed to deal with fast-moving realtime images.

"I've been playing with a system which allows a DV camera or Webcam device connected to PS2 to recognise the movements of a player. I'm hoping that developers may be able to experiment with game control in this way. One of my own dreams is to create a less artificial method of interfacing with PS2."

MOBILE PHONES

"This is an area we're very interested in. You'll soon be seeing PocketStation-style games on mobile phones. PS2 developers will be able to include mini-games specifically for download to mobile phones, the aim being to better your statistics or exchange data with friends. You could send a high score to a central location and then receive a message if that score is bettered, encouraging you to pick up the game again.

"I know one of the first major games to use this mobile phone format will be a football management game, and I can see that taking off In a big way..."



GLOSSARY Jargon busting for

ADSL A technology for transmitting data at high bandwidth via existing telephone lines. Will soon be a competition to CATV services as far as digital content is concerned.

Broadband The technology for providing multiple channels of data through a single medium (CATV lines, for example).

Ethernet A type of local area network (or LAN), used to link digital devices.

I-Link See page 95 for full details.

KBps/MBps Kilobits or megablts per second, ■ measurement of bandwidth or data flow. There are 1,000 kilobits in a megabit.

Latency Delay in data

USB See page 95 for full details.



HOW IT WORKS: DIGITAL VIDEO CAMERAS

The digital video (DV) camera connects to PS2 via the I-LInk port. Home movies can be stored on the hard disk drive and software will allow you to use PS2 as an editing suite. You can then email completed home movies to a friend.



The PlayStation 2 offers us the ability to represent expressions and emotions, not just of humans, but of animals and even automobiles. Kazunori Yamauchi, creator of Gran Turismo

THE BEST OF THE BEST
If you've checked the release schedule nested it
our Spy section, but are unsure which of all thot
forthcoming titles are worth fishing out your
hard-earned for come payday, then this is the

NOVEMBER



This superb first-person death-a-thon is like Arnie does Doctor Who. Travel thro: h time and space and the r death dealing weapons, vast arenas and a truly mode are guaranteed to make this one an essential purchase



another worth SSX the snow Get ever then take races and

DECEMBER



Dead Or Alive 2

depth, but All III as depth, but All III as and some very sassy ladles with some seriously sassy assets. You could do far worse the HOUT when looking or or



Street Full III EES

known its PS2 debut at in time or to than Street EX3 characters
Fans have the field than to the field than the f

JANUARY 2001



Moto GP

Somebody first does to have produced the most sublime bike racer yet, combining arcade thrills with highly realistic handling. As even our preview copy is superb, we're aching to see what the final version is going



Ann and Core 2

launch release, this launch release, this

Harmonia the the that set to and America should in a seye on this it



GRAN TURISMO 3 SCEE
Realism/Motors/Sequel/Rally/Skids
Polyphony Digital's breakneck classic makes its triumphant return in the game
insiders are already heralding as the definitive racing sim. Reintroducing the 150
or so dream machines available in the original Gran Turismo, GT3 (or GT2000, as
it was originally to have been known), is easily the best-looking driving game ever seen on a home system. Heat shimmer on the scorched roads, sunlight passing through the windows of the cars, plus lovely texture-mapped tracks that smudge that fine line between what's real and what ain't make the thing look great, while vastly increased attention to the Al means it should play better than ever too. Combine these elements with new car physics and silky analogue control, and the next GT looks close to \blacksquare work of art. See pages 18 and 64 for more.

Best bit: Those wonderful TV quality replays. Estimated time of arrival: March 2001



METAL GEAR SOLID 2: SONS OF LIBERTY

Stealth/Weaponry/Plot/War/Mullet

Perhaps the most eagerly anticipated game on any console ever, and with good reason -MGS 2 promises to be one of the most playable games ever made. With the return of Solid Snake, ■ twisty Cold War plot and Kojima again at the helm, every PS2 owner should be salivating at its very mention. We begin with Snake boarding a massive warship, its cargo a certain Metal Gear Ray the ultimate killing robo-warrior, designed to obliterate the hundreds of copycat Metal Gears currently causing havoc across the globe. But, inevitably, Ray quickly falls into the wrong hands. **Best bit:** All of it.

ETA: Summer 2001



The 33 launch games are just hors d'oeuvres. Here's a taste of the tantalising main dishes due to be served up in 2001.



COMMANDOS 2

EIDOS
War/Strategy/Control/
Death/Sneaking
PC smash makes it's console debut on PS2. You guide
Elevans learning battalion of troops, learning the terrain and picking off your enemies in tactically considered plans of attack. Best bit: Being a dog. Really. ETA: Autumn 2001



THE BOUNCER SQUARE
Muscles/Explosions/Kidnap/Gangs/Stringfellows If you like your games laced with gang warfare, kidnap attempts and bar fights, this should prove ideal. The story revolves around the efforts of three bouncers to rescue a sexy girlle clubber from a gang of slavering, badly-dressed old pervs...or are they? Mysteries abound, as do highly destructible environments, Matrix-style replays and a fantastic array of fighting styles. We should be looking at a massive success here. Check out page 74 for more. Best bit: Those incredible fight sequences. ETA: March 2001



RED FACTION THO Mars/Mining/Maiming/Rebellion/Arnie Think Total Recall but in first-person, and minus the pantomime acting from that bloke who played the bad guy In RoboCop. There's a rebellion brewing on the red planet, miners are dying from seriously infectious boils, and the Ultor corporation in charge of the of whole shebang is keeping mysteriously quiet as its coffers continue to swell. If you can stay allive long enough in this sumptuous looking FPS then you're sure to get to the bottom of the mystery. Best bit: The destructible scenery.



Mechs/War/Space/Japan/Fights
Fill space with warring mechs, laser
fire and a storyline involving the Enders (people living on the fringes of known space, not Dot Cotton). Hiding from attack in a docked mech, you're propelled into war with some of the fastest and deadliest robots in the solar system when it springs to life. Try this for even five minutes and you'll be hooked.

Best Bit: Big guns, big guns! ETA: December 2000



SILENT HILL 2 KONAMI Sinister/Sequel/Fog/Death/Sssh! And you thought it was all a dream... Make a return visit to the town where skinless babies and crucified dogs are the norm; where dried blood cakes the walls, bodies shuffle through empty insane asylums and the fog hides many a horror. In this PS2 sequel, a new cast visits Silent Hill, led by a man on ■ mission to free his dead wife from purgatory. Naturally, the usual creeping terrors are there to greet him. The end result will have you turning lights on and locking doors. We know – we've played an early version, and trust us. It's absolutely petrifying.

Best bit: God only knows. Take your pick from faceless nurses to white-eved witches.



DARK CLOUD SCEE RPG/DIY/Adventure/Sorcery/Gardening An unusual one this. You wake one morning to find your home town suspended miles above the earth, it's rightful position on the ground replaced by an evil civilisation. Sure enough, the problem facing you in this trippy little title is finding a way to guide your town back to earth and onto its rightful plot of land.

The main point of Dark Cloud (besides, of course, the whole floating town/

evil town issue) is its unusual 'things to make and do' feel. You can construct your own land masses, name lakes and mountains after your first born, influence the lives of all the townsfolk and – hopefully! – return your cloud-high streets and houses back where they belong. On the one hand you'll be buckling your swash with dragons and goblins; on the other, you can play God. Best bit: Zooming in on the village you've just made.

ETA: Summer 2001



[Deep breath]: Infogrames' spectacular sequel **Driver**2... a return to form for Square in the shape of **Final** Fantasy IX (below)... the scaly-skinned survival horror Dino Crisis 2... one of the PSone's all time greatest games, Medal Of Honor Underground... Tony Hawk's Pro Skater 2 offers more halfpipe action... and the sweaty-arsed antics of our favourite wrestlers in wwF Smackdown 2. There are many more, of course, but this little selection should be well worth a peek over the next couple of months - especially with the faster loading times and smoother textures of PS2. For all the latest PSone news, reviews and playable demos, check out our sister mag, Official UK PlayStation Magazine.

FANCY A QUICK PSONE? The old, grey box hasn't given up just yet. Look out for these top PSone titles, all playable on PS2.

PSone





LUCASARTS
Space/Ships/Pizza The Hut Three pilots go up against the trade federation, and make Naboo detention camps. st Bit: It's Star Wars. ETA: 01 2001



UNREAL TOURNAMENT INFOGRAMES Slaughter/Fragging/Blood/Mortar/Lovely One of the first games displayed for

the PS2, this first-person shooter looks the dog's, and plays ■ blinder too. Oodles of weapons and massive levels stamp 'winner' all over it Instantly. A potential classic.

Brue bit: The Goo Gun. Believe us.

ETA: February 2001



PROJECT EDEN EIDOS Cloning/DNA/Strategy/Team Vork/Apples

From the makers of Tomb Roider comes an over-populated Earth, with the poor reduced to living in the shadows of the monstrous building that tower above them. Four soldiers are sent to these ghettos to solve some mysterious deaths.

Best bit: The four-play mode. ETA: March 2001



BLACK & WHITE
ELECTRONIC ANTE
Evolution/Revolution/Spirituality/
Freedom/Giant Animals

Take ■ creature, make it grow, make it good or make it bad. Start fights with other creatures. Level cities, be a Messiah – the choice is yours. You're God. Molyneux's new software creation is a big boy's Populous. bit: Hey, you're God!



LEGACY OF KAIN: SOUL REAVER 2 EIDOS Fangs/Demon/Story/Nosgoth/Goth After having a dreadfully disappointing To Be Continued...* flashed up at the end of Soul Reover, Raziel finally returns to avenge his death, track down Kain and discover why Nosgoth Iles in ruins. Promising more enemies, superb lighting effects and a conclusion to the mystery, Soul Reaver 2 should be sweet.

Best bit: Should tie up some loose ends.



WIPEOUT FUSION SCEE
Speed/Future/Design/Weapons/Turbulence
The first WipEout was one of original PlayStation's
earliest megahits. Only fitting, then, that it should
be back for the launch of PS2 – faster, and more
stylish, than ever before. Gameplay should be fairly
foreliter (Inserted Fairly And Pane) but how familiar (imagine Episode One's Pod Race), but now with heart-stopping corkscrew turns, stylish design, rollercoaster tracks and a frame rate to make your eyes bleed. Plus, of course, those customary clubby tunes to accompany play. See page 22 for more. **Best bit:** The 90° vertical drop. [Yikes!]



ONIMUSHA: WARLORDS CAPCOM

Horror/Oriental/Demons/Samurai/Ow!
Originally intended for a PSone release, this samural horror centres around two warriors investigating the horror centres around two warnors investigating un disappearance of villagers high in the mountains where recent sightings of strange animals have taken place. The first of the Resident Evil-style survival horror games to hit the PS2, this could be an indication of where Capcom's zombie thriller series is headed. Massive enemies, intense battles and ancient weapons should make it a belter. Best bit: Location-specific sword slashes. ETA: Summer 2001

TO BE CONTINUED...
They wan good on PSone. They'll be ace on PS2. Our Top Ten sequels for the far future.

1. Resident Evil 4

The next Resi – unless there's a port of Code Veronica to keep us busy in the meantime.

2. Final Fantasy X and XI

Online tips and more have been confirmed for Square's long-running RPG.

3. Driver 3

Those city maps just got a whole lot better...

4. Tony Hawk's Pro Skater 3

May we suggest skater-nobbling injuries and destructible environments?

Digimask technology means masochists will be able to scan in their mushes!

6. LMA Manager 2001
PSone's best football management sim returns.

7. Crash Bandicoot 4

Now settled at the Konami stable, this could become the platformer for PlayStation 2.

8. Syphon Filter 3

Metal Gear's bratty younger brother is back...

Tomb Raider: Land Generation

See page 47 and dream.

10. Colin McRae Rally 3
Confirmed for PS2, and a guaranteed hit.

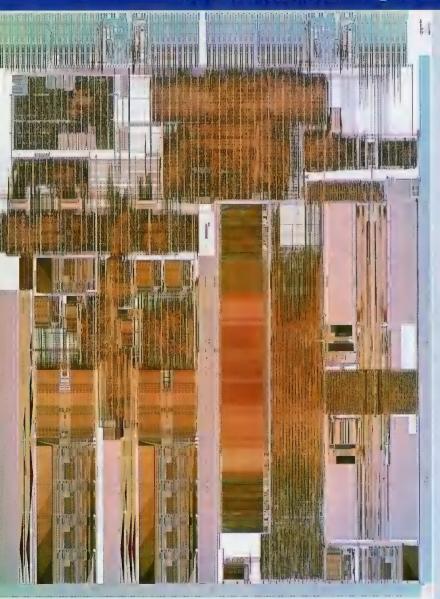


The format of today's PlayStation 2 can achieve what PCs will only realise in another two or three year's time. Ken Kuturagi, President and CEO of SCEI

77



We've got our questions about PS2 You've got your questions about PS2. Here's where we all get some answers.



Are PS2 games really going to be that much better than PSone titles?

The quality of individual titles will be down to the skill and vision of the programmers and software developers, but with an advanced processor (the Emotion Engine), better graphics and sound, bigger memory, a DVD-ROM drive and expandability, PS2 has the potential for infinitely more involving and exciting titles. Gameplay will *always* remain the most important factor – the PS2 title *Orphen* looks fantastic, but is it better than the lo-fi PSone oddity *Vib Ribbon*? In gameplay terms, most definitely not.

The Emotion Engine™ in all its trademarked, abstract glory.

is the DVD player any good?

There we're initial hiccups in Japan with *The Matrix* disc, but these problems have now been ironed out. Plus, European PAL PlayStation 2s will cut out the laborlous task included in early Japanese models of downloading DVD drivers onto memory card. DVD playback is easily comparable to that of a stand-alone £300 DVD player, and a universe away from blurry, analogue videotape. Home cinema addicts will also appreciate the optical output containing immaculate digital Surround Sound. (See page 98 for more.)

Can I play US DVDs on my PS2?

No. There are nine different DVD 'Regions', and it's only Region 0 discs (no specified country) and PAL or NTSC Region 2 discs [UK, Europe, Japan, South Africa and the Middle East) that are compatible with PlayStation 2. American (Region 1) discs, or DVDs from anywhere else in the world, will simply not work.

Will I be able to connect my PS2 to the Internet?

Eventually. Sony plans to release a hard disk drive/broadband modem expansion package in 2001, but the company and third party manufacturers are also planning on providing a standard 56K modem via the USB port in the interim.

Can't I just stick a PC modern into my PS2 and surf the Net?

No, it won't work and could damage your PS2. Sony has to approve any PS2 discs, which includes the software drivers needed to run any external modem.

What other devices/media can my PS2 connect to?

Sony has ensured that the PlayStation 2 can easily link-up to a huge range of hardware now and in the future. There is a USB port for connection to peripherals such as the PS2 colour inkjet printer [Popegg], an I-Link 'Firewire' port for the fast transfer of graphics and photos from digital cameras, and a display menu that will allow PS2 displays on next-generation High Definition televisions or the Sony Glasstron goggles. An optical Digital Out is provided for connection to a home cinema amplifier

and speaker system, while a hard disk drive/broadband modem add-on available in 2001 will allow the downloading of videogames, music and movies.

Is the PS2 realiy difficult to program?

The PS2 is complex, but this is because the open-ended system architecture gives programmers the freedom to produce graphics and sound routines in two ways; hardcore old skool PC-style programming or Middleware - ready-made code solutions by third-party companies. Game developers often don't have the time and money to 'experiment', so Sony is now concentrating on helping them by providing more information on procedures such as anti-aliasing and working closely with Middleware companies. As a result, the UK release of Tekken Tag Tournament has been considerably improved since its Japanese debut.

No videogame company has managed to dominate the market with two machines in a row. Is it possible for Sony to do it?

The signs look good – Sony has a core base of 75 million PSones worldwide, and over three million PlayStation 2s have been sold in Japan alone in the eight months since its launch. SCEE hope for one million PS2s to be shifted in Europe before Christmas, with three million sales by Easter 2001. Sony has licensed the PS2 technology in Japan for projects such as integrated TV systems and in-car PS2 clones. Sony lost out on Betamax ~ PS2 could be the VHS of home entertainment

Will the PS2 improve the graphics of PSone games?

Yes. The PS2 has an option to enhance the graphics of PSone titles by texture interpolation – basically smoothing 'blocky' textures. The best example of this is in *Metal Gear Solid*, although Codemasters apparently developed some of its rally games with this feature in mind. PSone game loading times are also improved.

Will there be a compatible keyboard and printer to make Internet access through PS2 easier?

Yes. Sony's Popegg printer (see page 95) has already been released in Japan, Epson has announced a PS2-compatible printer and a Sony keyboard has been confirmed. It has even been suggested that *Unreal Tournament* could be packaged with a PS2 mouse, thus allowing the preferred PC purist's control configuration of keyboard/mouse. On a recent Tokyo Game Show trip, OPS2 discovered a weird piece of Japanese edutainment called *Bikkuri*, which came



Will the future hard disk drive add-on mean I can use the PS2 like personal computer?

It depends on software, but it's unlikely Sony itself will release a word processor. "I think all these things are possible," says Chris Deering, President of SCEE, "but sitting in front of ■ TV is not necessarily the right place to type an email, just like a PC's not the best means to play a football game. There'll be overlaps in these areas at some point, but the PlayStation is everything but a 'WorkStation'. That's why it has a fun image."

packaged with a mouse that has, indeed, been confirmed will work with Unreal Tournament on the PS2.

Does the PS2 have a 60 hertz mode?

Hardcore gamers often complain that televisions - play faster than their 50hz PAL black border to compensate for the loss of speed. PlayStation 2 games developers will

Will there be any restrictions on the

Sony hasn't decided whether It'll have its own ISP, but with the planned release of third-party USB modems next year there should be free, unrestricted access.

When will there be a plentiful supply of PS2s so that I don't have to worry about pre-ordering?

Sony genuinely wants to get PlayStation 2 into the shops as quickly as possible. Consoles don't make money, it's the software that generates profits - more PS2s out there equals more games sold. But in Japan, PS2s still clear off shelves as



Will the PS2 be able to use the Memory Stick?

Yes - Sony are working on this now. The Memory Stick is a tiny new memory storage device that can store up to 32MB of digital data, with larger Sticks planned. Because It's compatible with PCs, video cameras and other electronic devices, it's the perfect way to Import text and images into PS2 games. While we're here, infrared joypads with no lag and a DVD remote are also planned for release.



Will all my PSone peripherals work with PS2?

Everything is compatible apart from the MultiTap. which Sony is replacing with a brand new PS2lookalike version. PSone Memory Cards will work with PSone titles, but PS2 games require the new 8MB Card for larger saves. Original Dual Shock controllers are usable, but won't utilise the analogue sensitivity features in games really designed for use with the Dual Shock 2.

Japanese games - set at 60hz for NTSC European equivalents, which often have have the option to include a 60hz mode, although it will only work with a SCART or S-Video connection into an NTSCcompatible TV.

Internet sites that I can access?

Contrary to Internet conspiracy theorists,

Will I still be all, to play audio CD's on the PS2?

Can the PS2 read

that street in Cards can ly be used with

Can I download information from the Net onto iory Cards? the hard hal in package is aunched next year able to evels and other game theoretically nformation () a

hard disk driver broadband medicin add-on become hasn't made announcement

outline of □ n == at d∎ page 100) ... it be of summer 2001. We let you

soon as they're stocked, and Sony is keen to concentrate on their domestic market due to the recent stock market share drop. Sony reckons the Ideal situation - where you're able to just walk into a shop and buy a new PlayStation 2 right there should happen by Easter 2001.

What is a 'chipped' PS2? Should I get hold of one?

'Chipping' is a term used to describe the method by which the actual physical chip hoard of a console is tampered with so it will play Japanese and American games, as well as pirated 'Gold' discs. However this technique is highly illegal, jeopardises future games production, invalidates your warranty and isn't guaranteed to work. Recent PSone games such as Final Fantasy VIII detect whether a machine has been 'chipped' and if they have, refuse to play. A new security system called MagicGate has also been implemented in PS2, making Sony's new console infinitely more piracyresistant. Basically, chipped PS2's don't exist yet - so it's a bit of a moot point but would be an extremely bad idea even If they did.

What is Sony's idea of the PS2's life expectancy?

Five years or more - but, having said that, PS2 can go on far beyond that. The 16 bit SNES still sells over the counter in USA and Japan, after all - suggesting that it's the quality and number of games that pushes sales of consoles, rather than an over-reliance on specifications and eye candy. Basically, if you buy a PS2 now it'll be a major machine for many years to come - definitely a worthwhile purchase.

There was often long loading times for games on the PSone. Have things been improved on the PS2?

From OPS2's experience with pre-release software, some games are fast, whereas others are easily comparable with PSone, due to the sheer increase in size of game Information. However, the PSone Improved on its loading times over the years, and so will the PlayStation 2.

Is the PS3 already being developed?

A few months ago, Sony and Criterion Studios announced the GScube, which has the power of 16 PS2s under the bonnet. GScube ran real-time demos of the animated movie Antz and the rooftop sequence from the beginning of The Matrix - with fully interactive camera angles and near photo-realistic graphics. However, this experimental unit won't be used to develop PS2 software, and any announcements on PlayStation 3 won't be made for a few years yet. Forget about it for now.

How to get to the the three to II PSone 1995. year IIII year IIII

I way how such a PS2 is given to but how much am I really going to have to spend to get myself a decent set-up? a hill at page

Will be the Platinum range or do they have any other plans for a budget range of titles for the PS2? lold ywn lau Platinum n 1997, III months after APPLICATION AND ADDRESS OF We'd suggest you a similar ime frame for W-HUI breath.



New technology costs a little bit, but a lot of people out there are prepared to get the best, otherwise everyone would be driving around in a Lada. Ray Maguire, vice president and MD of SCE UK

It's Sunday 1 October, and *OPS2* is at the Brixton Academy to watch the fifth UK B-Boy Championships. The event is one of Inumber of semi-underground gatherings

being sponsored by PlayStation 2 itself – the main reason we're here – but the presence of Sony's most anticipated piece of hardware, bar none, isn't enough to chill some of the contenders.

Hip hop ambassador Crazy Leggs ain't happy. He doesn't like the way B-Boying has to be judged. It's not about doing the best trick to impress the crowd, he says. It should be about having an 'experience'. He also mentions 'respect' and 'disrespect' I lot. B-Boying, It seems, is a contentious issue.

After wincing at a particularly painful-looking headspin, and narrowly avoiding a mistimed backflip, we leave the lino-sliding antics to adjourn to the bar, where several PS2s are up and running with versions of Tekken Tag Tournament, Ridge Racer V, Dead Or Alive 2 and Moto GP. Time, pint in hand, to get the opinions of those playing them. So, boys and girls: will PlayStation 2 take over the world?





The experts have spoken. Now, at the UK B-Boy Championships, the baggy-trousered public gets its hands on PlayStation 2 for the first time. But what's the verdict?



CHRIS Age 17/Student

"Ridge Racer V was exhilarating. That's a cool word, isn't it? [Laughs like a stoner] Ummm. But I'm not planning to buy one. In fact, I just sold my PlayStation. I'm not into computer games and stuff any more.



MAC Age 29/Telecommunications engineer

"Tekken Tog's visuals are great, but I found some of the characters' moves a little bit unresponsive. If that could be improved, then I think I'd keep the PS2 In my bed. Can you do a one-for-one swop with your old PlayStation? No? Why not?"



OLGA Age 25/Artist (we think) from Russia

(Olga understood little English, but was clearly overwhelmed by the PS2, giving it the internationally acknowledged signal of 'thumbs up' and smiling a great deal She then proceeded to whip serious arse on Tekken Tag.]





MATT Age 24/Actor

"I just came in, saw the PlayStation 2 sign, and I was like, Wooah". I've been really looking forward to playing on one. Ridge Racer V is superb, but I can just see the games getting better and better. I can't wait for Metal Gear Solid 2."



JO Age 27/Marketing manager

"I've just played *Tekken Tag* and it looks a lot more realistic and lifelike than the old PlayStation games. I loved the way that you could change characters. It feels a lot more interactive. But at £299 I can't afford to buy one yet."



CHARL Age 21/DJ from South Africa

"The PS2 is really showing how far videogaming technology is progressing. The games, the console design, the way it's being marketed – everything. We've already pre-ordered one for our house."



KARL Age 31/Chef

"it's a bit hard to tell how good it's going to be so early on. Plus, I can't really play properly because I've just chopped off half a finger. I doubt I'll buy a PS2 myself, but my brother's getting one so I'll just go and play on his."



MICHAEL Age 27/Lift engineer

"I've already got a PS2, and so far my favourite game has to be Tekken Tag because I just love beat-tem-ups. GT3 looks like the best driving game ever. It's just so much better than Ridge Racer V."





THE EVENT 8-Bay Champlananga 2000

When: Just y 1 confirmation of the Hardware Suicidal Hardware Hungary Winners: Suicidal Hardware Hungary Hungary Funkin' Punkin' Punki



CHRISTIAN Age 27/Photographer from Italy

"I think the PS2 plays absolutely amazingly. But I spend all day looking at a computer screen at work, so when I get home the last thing I want to do is play games. It looks a bit like a car radio amplifier, don't you think?"



SALOMON AND LARKS
Ages 3 (and ■ half) and 28/Pro-gamer and painter

Larks: "Salomon went straight for the videogames. Now we can't get him off it. He's played Ridge V, Moto GP and 1 think he wants to try Tekken now..." Salomon: [Being 3-years-old and French, Salomon didn't give much away, but his eyes said: "Stop distracting me from my gaming, you damn foolf"]



Age 19/Painter and decorator

"I've got a PSone, an Nintendo 64 and a Dreamcast, but this is so much better. Dead Or Alive 2 is one of the best games I've played in ages, but I didn't like fighting with women. I think women are crap in fighting games."



CHARLOTTE Age 18/Art studen

"I just beat my friend at DOA2, but it was difficult to tell what I was doing so I just kept bashing the buttons. I think fighting against someone in a game can be very sexy. It releases a lot of pent-up sexual energy. The PS2 got me excited, anyway."

Anatomy of a DJ

Mind (encycloperdic knowledge of music)

Body (dem skills home by hours of practice)

Soul (ucm with ii, feel it on the dangefloor)

INTERNATIONAL

The complete package





The World's Greatest PlayStation 2 Game Buyer's Guide

Our ratings

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Fig. 1. And a recommendation of the recommen

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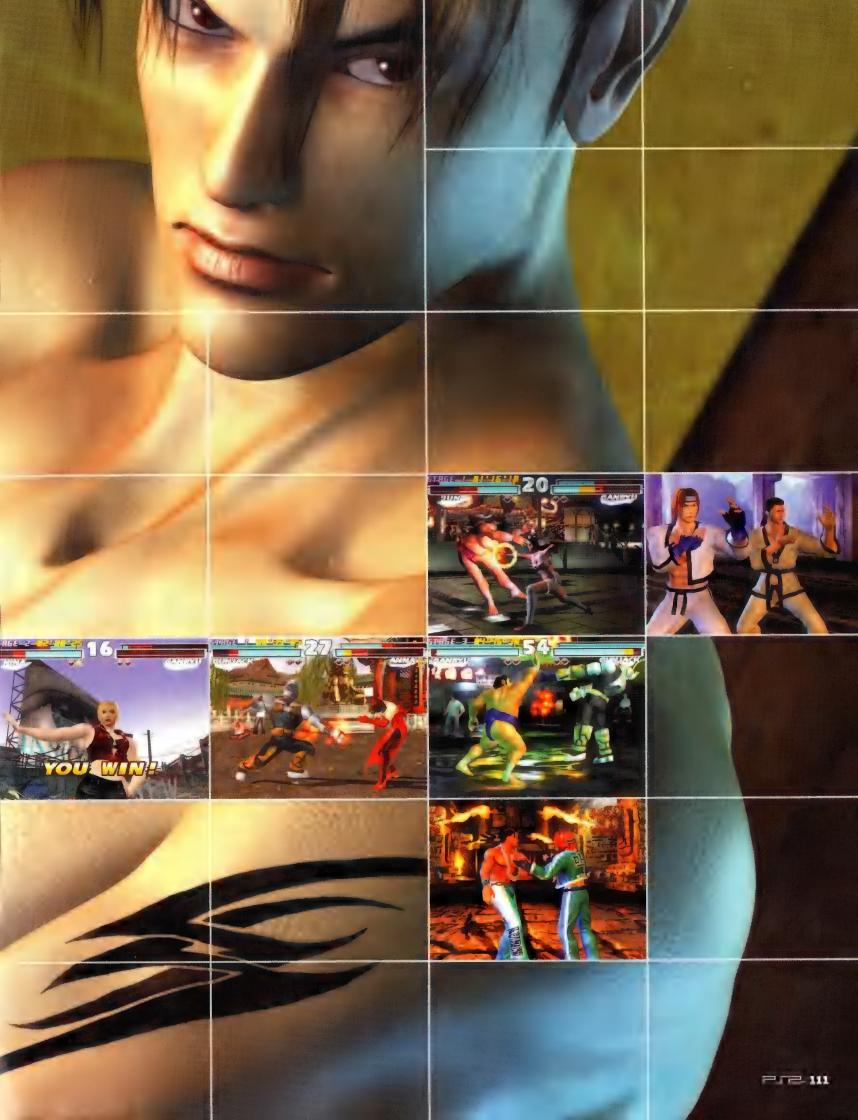
New games at a glance

110

120	TimeSplittera
126	Ridge Raper V
130	SSX
132	Smuggler's Ruil
134	Ready 2 Rumple Round 2
138	International Superstal Soccer
140	Silent Scope
142	ESPN Winter X-Camps Snowboarding
144	Orghon
147	Gradius III & IV
148	Meditien NFL 2001
150	Fantavision
152	ESPN Infornational Track & Field
155	Wild Wild Racine
156	Agua Agua Welrix 2.0
157	Midnight Club

Tekken Tag Tournament







Publisher: SCEE Developer: Namco Price: £44.59 Players: 1-2 Out: 24 November Web site: www.playstation.com

Back story

It started in the arcades, back in the mid-Nineties. Then the home versions came – and kept coming. First, the original Tekken, converted to PSone. Then the superior Tekken 2 two years later, and Tekken 3 after that. Hardcore beat-'em-up fans still consider Tekken 2 to be the best of the series – the Funest' garning experience. Now there's this version, which again originated as a coinop, where its appropriation of the Tag' option from the Street Fighter series pointed towards a sea change in gameplay....

From the mists of time they have returned. Twisted with vengeance, fighting for family or battling to save their souls from damnation, each has

their own tale to tell. The cast of *Tekken* are here, almost every last one of them, and what better storyteller to deftly weave their legend of blood and honour together than the midnight tower of the PlayStation 2? *Tekken Tog Tournament* is a 128 bit, ridiculously extravagant beat-'em-up, boasting a plethora of devilishly entwined complex characters, superbly choreographed moves and ingenious combat styles that defy logic and sceptics alike. All of the above are animated with a razor precision that could slice granite. Thus the first bona fide super beat-'em-up arrives. It's a great game. But only just.

Facts first. TTT is, as many expected, little more than just an excuse to reissue the PSone's Tekken 3, but sporting its Sunday best. Just as 1999's TTT arcade original was an update of the coln-op Tekken 3, the equivalent is true of this PS2 incarnation. Thankfully the saving grace is exactly the same as it was in the arcades – the inclusion of a new tag option. It's an incredible asset to the game, and manages to improve on Tekken's already-legendary gameplay. Let us explain.

Bored with Jin simply pummelling the brains out of your opponent's ears? Then why not quickly switch characters, let breakdancing wideboy Eddy deliver a kneecap-splintering sidesweep, and then switch back to Jin again before your opponent's

teeth even touch the ground. This 'Tag' element provides an obvious and gratifying new option but, as you'd expect from the King of the Iron Fist, random button-bashing won't get the best from It. Specific partnerships have specific benefits, and it's a question of common sense that dictates who works best with who. Obviously, combining upper body strength (Bruce/Bryan) with devastating footwork (Eddy/any of the girls) guarantees a formidable partnership, but family ties are just as strong. This is where you thank Namco for making Tekken the revenge-driven soap opera that it is.

Jin and Jun, Helhachi and Kazuya, Anna and Nina... Each of these pairings have their own benefits, and mixing duos successfully becomes as integral as knowing how to control the characters in the first place. You're forced to learn when to co-operate, when to go it alone, how far you can push a character against a rival before handing





Every special move or combo that leads to a knockout is replayed in glorious multi-angle slo-mo. Whether you're fighting as Law, Kazuya, Jin or any other one of the 39 characters, each has his or her individual signature move. Morn often than not, they're accompanied by a host of spectacular lighting effects. Believe us, you won't want to put this game down.

over the reins, and even how to perform killer cross-over combos. It also helps suck you into the sweeping *Tekken* storyline that so delights the game series' afficionados. Example? Palring Kazuya with Devil allows you to witness Kazuya's possession first hand, as he morphs into a stream of iridescent purple light, his skin splitting to reveal the old horny one.

Elsewhere, the feuding siblings Nina and Anna finally settle their differences (or do they?) and team up for a spectacular blaze of combos, while Baek and his faithful protegee Hwoarang work their magic better together than apart. Obviously none of these characters can fight simultaneously,

//Unknown, a new end-of-level boss, is dressed in nothing but head-to-toe gelatinous black snot//

but it's during these tagging moves that the sparks fly. Exit Lei stage left, bouncing like a coiled spring off the crushed chest of his still standing opponent. Enter Bryan stage right, with a devastating sweep to the legs that sends their mutual enemy thumping towards the ground. Learn these moves well and you'll be unassallable.

Long time Iron Fist fans will be pleased and familiar with TT's roll call. Apart from the rubbishanyway Dr Boskonovich, every Tekken character ever created is on call – 20 are accessible from the beginning, while 19 have to be earned by completing the Arcade mode. There's even a new end of game boss by the name of Unknown. A delicate nymph possessed by the spirit of a ghostly werewolf and dressed in nothing but head-to-toe gelatinous black snot (we kid you not), Unknown has the nasty habit of assimilating the disciplines of those she is fighting. One minute







High-kicking Hwoarang may look a fool with those goggles on his head, but his body is so elastic he makes a formidable opponent. He's available from the beginning, and a good starter character.

A&Q

Swapping high and low blows with the Tekken Tug Trumsmin the trumsmin to the t

KATSUHIRO HARADA Director



trum does Teknert Ing Ivernau differ to the version that was retensed in the archites?

and the game balance are III same the arcade version. for the those have all coin the the same the in Versus mode it's similar, but you can actually move the handicap bar up and down more than in Practice

Are there my special marks amount to the Flaystaden 2 version

Bowl. P. Introduced that that a game take for moves that think and save them onto the p. It is a save them.

why did the to the least a leaf in think see the street that the least a least

YOSHINARI MIZUSHIMA **Graphic Artist/Art Director**



were there any insurances from films or any other art form? all of the team are fans, have was by a film was that we had in mind

Were there in moves you couldn't motion in the in t Life jumping for the property

Did anyone put hurt during the

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on III on III of the action. In terms of the time to the III can take of For move it to take two days.

How do you have to improve the

In this it's not it about the also trying to match their actions witheir forward, the increased the soon the feel at the with

How did you manage to careers Forest L --- moves? We an in the line we have to the Tekken 3

as well as last and 5 we tell him what a master all these martial he can do all we ask of

The CG intro of Text at my is proceed by the best on PS2. Have you are place to do an all-CG more like Support to with Floor Formstyll

To in, somethirm we are thornto in



This is where the tagging option really comes into its own. First, get Paul to elbow Eddy into the sky. Then quickly swap to Jin, and give him a good kicking before he hits the ground. Utter bliss.

DAIZABURO NAKAMURA Character and Stage Program



was it in the bar to be the decision of the decision of the school of th

Align Finner V was devokned at Number of the same time. Did the teams share programming information, or were you in competitive with them? empelified with them!
Then was a first to the control of the contr the Let use Through or what to do in certain circumstances

Wily dian't yell introduce arenas in to the

What sailies you much shoul a machine as the PS2?
the and the PS2?
the and the PS2 offers that the us to 1 to 4 the characters that was wanted to

try want There's comment at the

Have any rith- PS2 games
blown
we're not talk about.

MASHIRO KIMOTO Project Director



In the fighting in Tekken?

For with the fighting are in Japan. I in are in Japan. In Tekken we started in from Brazil. I new we find an one that looks is suitable in the we will try and

decided ...*

Of course, we liss own tastes and ideas letter and less our users letter and less our users letter and less our users letter and less letter and letter an

take III William their

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THE POWER OF LOVE

And behold, the power of the Almighty...

During hours of neverending testing of Tekken Tag Tournament we came across what we think is the most spectacular (if unfair) move in the game. It's relatively easy to accomplish, too. When you have Angel (it works on Devil too) press ② ② at the same time and you'll be lifted from the ground, from where you'll shower your enemy with a stream of purple lightning. Also ideal for starting barbecues.



games sail their way over to our shores. Antialiasing is the process where pixels on the edges of characters and objects are smoothed out. This eliminates the jagged look that dogs some games, and allows them to look that much more realistic. It seems that someone high up in echelons of the Namco monastery has gone on an anti-aliasing spree recently, adding oodles of silky marbled smoothness. The results are just sublime.

SMOOTH AND SOPHISTICATED

Make no mistake: each character now looks just stupefyingly good. There isn't In pointed polygon or rogue pixel amongst them. Even (and excuse us for sounding so pathetically picky) Heihachi's shock of spiky grey hair is greased to within an inch of its life. (Though quite how it remains so perfectly smooth after repeated beatings about the ears, only the likes of L'Oreal and Namco will ever know.)

Other details that paper over *Tekken Tag's* originality famine are the incidental on-screen shenanigans. They're things that didn't demand to be improved, but sure enough, they've been fixed anyway – another sign that *TTT* is desperate to carve out it's own identity. Individual blades of grass sway gently in the sea breeze, palm trees

bow to the wind independently of one another, and the most inconsequential cracks in paving stones all have their own shadows. As for the fire, you'd be frightened to reach out and touch it. It's attention to detail, and it's most welcome.

And it doesn't stop there. For one thing, the characters now have improved facial expressions. Okay, so they're not the most emotive bunch in the world (in truth, they'd struggle to get through the first round of *Sunset Beach* auditions) but their blinking, gasps of shock and screams of agony are all present and correct – the Emotion Engine has done its job well.

But there's yet more. The lighting, for instance, is awe inspiring throughout – from spectacularly OTT thunderstorms that rip through the night sky, illuminating the tiniest details of a fighter's bruised features, to the most delicate shafts of sunlight, causing lens flare when your fighter stands in front of the sun. You can even see a lovely faint glow

//Someone at Namco has gone on an antialiasing spree//



MICHELLE CHANG Country of Origin: USA Fighting style: Various Age: 20 Background: Adopted young Julia and taught her how to fight. Helped her train for a scrap with the evil Helhachi



ROGER C of O: Jurassic Park FS: Boxing Age: Unknown Background: Roger used to be a regular dinosaur, but somehow survived their extinction and now enjoys life as a box



ANGEL C of O: Heaven FS: Mimicry/Karate Age: Unknown B: The exact opposite of the Devil (d'oh!), and the side of Kazuya determined to reclaim his soul.



ANNA WILLIAMS FS: Aikido Age: 20 Background: She fights without question as she has no idea of her background, having had her memories erased.



ARMOR KING C of O: Unknown FS: Wrestling Age: Unknown Background: Armor King appeared from out of nowhere to help train the new King as an expert wrestler.



BAEK DOO SAN C of O: Korea FS: Tae Kwon Do Age: 27 Background: Baek took Hwoarang in, and became a father figure for the young stray



BRUCE IRVIN C of O: USA FS: Kickboxing Age: 35 Background: He was believed to have died in u plane crash, but has returned in an attempt



BRYAN FURY C of O: USA FS: Kick Boxing Background: Part of Dr Abel's cyborg army, and a former cop. Bryan has

strong hatred of Lei.



what? up do do in the page are the property set of characters of fight in the odd minor variation and Eddy to the elusive the pand Unknown, they're all with little to know them like some weird through dating to help you get to know them



DEVIL C of O: Hell FS: Mimicry/Karate Age: Unknown Background: Devil embodies the power of hell, willing Kazuya back to his fiery demise.



EDDY GORDO C of O: Brazil FS: Capoeira Age: 27 Background: A high-kicking, body-rocking fella, well versed in the Brazilian arts of pain.



HWOARANG C of O: Korea FS: Tae Kwon Do Age: 19 Background: A street burn trained by Baek, Hwoarang was leader of a feroclous gang.



GANRYU RUNWAY C of O: Japan FS: Sumo Age: 34 Background: By entering the contest he hoped to win Michelle's heart. He

was devastated when she



GUN JACK C of O: Unknown FS: Power fighting Age: 7 Background: Gun Jack is the new form of Jack-2, rebuilt by a girl he'd once formed a fatherly



HEIHACHI MISHIMA C of O: Japan (probably) FS: Mishima karate Age: 73 Background: Helachl is the ruthless, tyrannical leader of the Mishima

Empire and an evil kille



JACK 2 C of O: Unknown FS: Power fighting Background: The second version of the original Jack robot, he possesses



JIN KAZAMA C of O: Japan FS: Karate Age: 19 Background: Jin was taken under the wing of Heihachi, who revealed



JULIA CHANG C of O: USA FS: Various Age: 18 Background: Discovered holding nothing but an amulet as a baby, Julia



JUN KAZAMA C of O: Japan FS: Kazama style Age: 22 Background: She makes an unexpected reappearance in Tekken



KAZUYA MISHIMA C of O: Japan FS: Karate Age: 28 Background: Sold his soul to the Devli for unlimited power. Then he organised the second tournament.



KUMA C of O: None FS: Heihachi style Age: 20 Background: Kuma is the son of the original Kuma. He's infatuated with Panda, but she ignores him



KING C of O: Mexico FS: Wrestling Age: 28 Background: Raised by the original, deceased King, this guy assumed his masked identity and continued fighting.



nearly all the qualities

KUNIMITSU C of O: Unknown FS: Manji Age: Unknown Background: Rebelled against the Manii clan when Yoshimitsu unlawfully declared himself leader



FOREST LAW C of O: USA FS: Martial arts Age: 25 Background: Training In his father's dojo, Law was approached by Paul Phoenix to enter the tournament.



LEE CHAO-LIN C of O: Japan FS: Helhachi style Age: 20 Background: Lee was heir to Helhachi's empire, and wants to claim what



LEI WULONG FS: Various Age: 45 Background: Lel is now on the run from both rogue police officer Bryan Fury and Bruce Irvin.



MOKUJIN C of O: Unknown FS: Mimicry Age: Unknown Background: A training dummy for top fighters. It was imbued with their seemingly lost souls.



TETSUJIN C of O: Unknown FS: Mimicry Age: Unknown Background: A metal version of Mokujin, but he still mimics other fighters



NINA WILLIAMS OGRE C of O: Unknown FS: Unknown Age: Unknown Background: The God of Background: She seems to spend most of her Fighting took the form of time implanting false Ogre, and set about his task to consume as memories in her poor many spirits as possible



PANDA C of O: China FS: Helhachi style Age: 17 Background: Orphaned at birth, and adopted by school girl Ling Xlaoyu, Panda is her best friend and guardian.



C of O: USA FS: Judo



PAUL PHOENIX Age: 46 Background: A highly ambitious fighter, Paul has thirsted to be recognised as the world's best.



P-JACK C of O: Unknown FS: Power Fighting Background: This disgruntled robot is trying to beat the other versions of Jack



ROGER C of O: Australia FS: Boxing Age: Unknown Background: Used to be like a regular kangaroo. Then he put a pair of boxing gloves on and couldn't get them off.



WANGJIN-LEI C of O: Unknown FS: Karate Age: 79 Background: Spends his days training even harder for his last chance to gain Heihachi's power



C of O: Ireland

FS: Alkido

Age: 22

YOSHIMITSU C of O: None FS: Manji Age: Unknown Background: Yoshimitsu is the self-appointed leader of the Manji party land the game's resident



UNKNOWN C of O: Unknown FS: Mimicry Age: Unknown Background: Possessed by the spirit of wolf, she yearns to struggle free of his bonds and return to human state



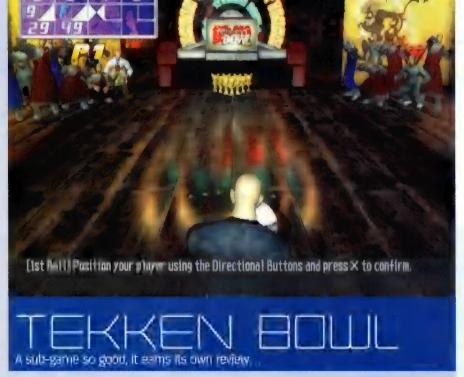
TRUE OGRE C of O: Unknown FS: Unknown Age: Unknown Background: After consuming enough souls, Ogre transforms into this hideous beast. It's massive and intimidating



LING XIAOYU FS: Various Age: 16 Background: Determined to open her own theme park, Ling entered the tournament to earn enough money to build it.



TIGER C of O: Brooklyn, NY, USA FS: Capoeira Age: 27 Background: Tiger is really Eddy in an afro disguise - he's on the run from drug barons, or some such.



When it comes to my see a nothing comes even close to Tekken Bowl - and, yes, we're including in that the inflatable farce of Tekken 3's voileyball freebie, Tekken Ball. This time around, and boasting, as it does, its own title screen, Tekken's sub-game could be a stand alone title in it's own right. You're going to have to unlock all the characters to play it, of course, but it's worth it...

Tekken Bowl is superbly tongue-incheek, and relishes it's own absurdity. Helhachl's head statuettes are the pins, while Jack, for instance, has a habit of getting his fat cybernetic fingers lodged inside the ball - and sliding down the alley immediately behind it!

Spectators aren't safe either. If you aim too far to either side of the alley, and put a little more spin on the ball than necessary, you can find yourself hospitalising them. The warning 'Don't Try This At Home' (hey, thanks!) flashes on screen, and a voice from on high bellows

'KO'. It's a cute touch in a very cute game. Taking aim is also a challenge. Many of the characters have indistinguishable bowling styles, but the likes of Jack and Bryan have infrared targeting. Slightly cheeky, but it makes strikes a doddle. Oh, and never choose Ogre. Trust us.

The inclusion of Tekken Bowl is a real bonus. The PS2 can afford these juicy titbits, and we hope to see many more in the months to come... Ben Lawrence

TEKKEN BOWL

	Why we'd play
	- Completely
	unnecessary, but
ł	total fun

Why we'd leave it: dislike? It's a highly playable and totally

If you're not in we of Nar awe of Namco's generosity for including it, then

Graphics	Sharp and faithful to Tekken
Sound	Crisp, clear and banging
Gameplay	Fun and free!
9 Mg	Olivery on this and Tableson







Tekken Bowl is full of comedy value. Hold onto the ball for too long and you slide down the alley!



Schoolvard scraps: changed a bit over the years, haven't they?



THE POWER

Losing energy? Need something to claw your lead back? Then charge up your Ki...



Make sure your opponent is far enough away, then hold down all four buttons on the Joypad at once.



Step Two

Slowly your fighter is imbued with a glowing energy that sweeps through their body



Jin is seriously worth including in any of your tag teams. He's a great all rounder, and pulls off some truly fantastic moves, Like so...



Step Three

When fully charged, your character shakes and balls of energy form at



Slam those fists hard into the face or stomach of your rival and they'll really feel it



Step Five

The finale of your Ki charging is your opponent lying flat on the floor with no energy bar. Result.

through Angel's wings when she spreads herself to her full extent. If this looked any better, you'd want to bed it. And there's yet more.

Indeed, as you might have already noticed, much of the really good stuff we've got to say about Tekken Tag refers to how it looks. It's not all fantastic in this department, however. There's that slow-down (already banged on about), and then there's the unwelcome reappearance of an old friend from the past - parallax scrolling.

You may remember this from the old 16 bit days, when it was the height of gaming technology. Not any more, however, and seeing it reappear in such obvious form on PS2 has to count as something of a disappointment.

Here comes the science bit. When a pair or more of separate backgrounds elements move together, but at different speeds, in order to give the impression of depth, it's known as parallax scrolling, 8 bit games didn't have it at all. On 16 bit, it was all the rage, and added greatly to the realism of those games. But now, on something as powerful as PlayStation 2 - and in an era of 3D

//If this game looked any better you'd want to bed it//



The lighting effects in Tekken Tag me just sublime. Every contour in every character is highlighted when a punch is landed. It's like a mini fireworks display every time you go head-to-head with someone.

TAG PARTY

Having scoured the game for hours on end we've the up with our top three tagteams, guaranteed to get you face-to-face with Unknown in one piece.

1. LEI AND BRIAN
One cop, one ex-cop
zombie-style chap wit
big biceps. A perfect
combination.



Lei slams his feet into his unfortunate victim's chest and springs off-screen ready for his partner.



Bryan makes a fantastic entrance and sweeps the feet away from under his rival, leaving them utterly defenceless.



Spectacularly.

JIM

2. XIAOYU AND KUMA A school girl and her bear can be formidable.



Xiaoyu may look small, but she performs a great over the shoulder throw, slamming her rival across the screen.



Whilst still recovering on the floor, Kuma falls from nowhere in the most devastating body crush imaginable.



3. JUN AND EDDY The world's hardest mum and a breakdancer. They aren't the best tag team you'd imagine...



Eddy wraps his legs round his victim's neck, spinning and throwing them halfway to Kingdom come.



In a move that would smash Tyson to a pulp, Jun delivers a crunching uppercut to finish the job nicely.



For a complete list of moves for every character in Tekken Tag Tournament, turn to page 168 now!



Baek is so of the least popular brawlers, but he's still top fighter.

games – It should be consigned to the dustbin. Yet here it is again, rearing its ugly, artificial head, and on a PlayStation 2 launch game to boot.

Okay, so it's much less obvious than it was on early preview versions – or on the Japanese Tekken Tag, for that matter. But it's still there. Despite the beauty of the game characters and their animation, it often looks for all the world like the action is taking place on some weird rotating platform, with the background rotating in the other direction. Play too long and you get the feeling you're fighting in the middle of a merry-go-round.

Where does it all leave us? Well, Tekken Tag Tournament should be a ground-breaking and breathtaking game, and it is – up to a point. Despite numerous shiny surface improvements, it never manages to be more than the sum of its parts – a highly buffed re-release of a classic game, with enough extras to make us happy, but more than enough flaws as well.

Is it really that different from *Tekken 3?* No. Could the parallax scrolling and NTSC slowdown have been ironed out? With more development time, yes. Do new moves, an extra character, antialiasing a bowling sub-game and that sublime tag option make up for it? Yes, with reservations.

So: in no way should the hardcore Tekken buff expect miracles from Tekken Tag Tournament. But

in no way should they boycott buying it, either. This is still a great, highly entertaining game. It's still the fighting game with the most replayability to it, and the most to learn. It's still got the most amusing, entertaining and varied bunch of characters of any fighter. And It's got that new tag option, which adds greatly to the thing's replayability.

In fact, if there's one thing to take from this review, it's the joys of the tag element. You'll need to replay TTT ad-infinitum to find the teams suited to your fighting style. Tekken Tag Tournament has its problems, God knows, but just imagine what Tekken 4 is going to have to do to serve up anything significantly better.

Ben Lawrence

TEKKEN TAG TOURNAMENT

Wity we'd buy it. - Tagging adds playability - It's the best beat-'em-up on PS2 so far - Nearly 40 characters - It's the best Tekken yet - Resembles Tekken 3 far too closely - Diehard fans will notice the slow-down - Craphics Anti-aliased and seriously refined

Tekken Tog is fantastically playable despite the barefaced cheek of pretending to be something it clearly isn't. Undeniably brilliant – but it could've been so much more...

		-
Graphics	Anti-aliased and seriously refined	09
Sound	Thumping, bone crunching yet unintrusive	26
Gameplay	Creamy and so deep you'll get lost	08
Life span	Think George Burns (seemed to live forever)	07







The special moves

and combos never

seem to end.







TIMESPLITTERS

Part of the team behind N64 hit GoldenEye has moved to PS2, is their new first-person shooter a Bond killer?



Publisher: Eidos Developer: Free Radical Design Price: £44.99 Players: 1-4 Out: 24 November Web site: www.eidosinteractive.co.uk

Back story

If the N64 has one killer ap, it's GoldenEye – a superb first-person shooter of undeniable genius. The good news is that part of the team behind that game has now left N64 developer Rare to set up Free Radical Design, and bring first-person joy to PlayStation 2. Their first effort? The time-shifting madness of TimeSplitters...



Prepare yourself for an adrenalinefuelled garning experience that will have you laying your hands on a PlayStation 2, turning to the heavens

and screaming 'Hallelujah' until your throat collapses. *TimeSplitters* is the game that Sony's world-conquering machine was made for – a frenetic, pumped-up 3D blaster with incredibly addictive gameplay, jaw-dropping graphics, an arsenal of awesome weaponry and enough options to keep you nailed to your PS2 for months.

The 'TimeSplitters' in question are an evil race of temporal scavengers who maraud throughout Earth's history, spreading chaos and destruction for their own sinister purposes. In their path is a disparate group of B-movie characters who must defeat them across various time zones to prevent the enslaving of mankind. True, there's no great depth to the story line – with no cut-scenes to build up atmosphere – but developer Free Radical hasn't set out to make a movie. Instead, it's set out to create a full-on action blaster with the manic, kill-'em-all mentality of Id's superlative *Doom*.

Levels are divided into themes of horror, crime and sci-fi, spread over a century dating from 1935

to 2035. In an unusual move, the main Story mode in TimeSplitters has no single main character that accompanies you through the years - each different time zone features a unique pair of controllable personalities that reflect the period. Hence the 1935 Egyptian tomb level has dapper hip flask-swigging Captain Ash and society gal Lady Jayne, whereas the 1970 Chinese adventure features handlebar-moustached cop Harry Tipper and foxy Charlle's Angels lookalike Christine Malone. Although an admirable experiment, the lack of one unifying personality does make it more difficult to identify with the characters, and involve yourself completely in the atmosphere of the game. However, TimeSplitters is meant to be an arcade-style accessible romp, and the large repertoire of 18 tongue-in-cheek stereotypes does Increase the fun you can have with the characters in multiplayer games. Who needs empathy?

A minimum of three playable Story levels are available at any time, with three difficulty settings of Easy, Normal and Hard. As you gradually complete the different levels, further sets of three time zones are unlocked until you have a toy box of nine separate playable areas, which you can dip





20 - 171

Bewarel If you start to get a hazy red mist round the edges of the screen, you'll soon be knocking on death's door so hard it hurts...

Got the har

into at your leisure to unlock stuff like challenges, multiplayer maps, characters and cheats.

Gameplay involves the simple task of retrieving an object and bringing it to specified location, so, for instance, on the zombie-infested Mansion level your character has to return murderer's remains to the gallows in order to end an ancient curse. On Easy setting, it's pretty straightforward – pick up weapons and unload rounds into both local foes and the various sneaky TimeSplitters themselves, who possess an unnerving ability to warp into the action anywhere and at any time.

But with the Normal and Hard difficulty settings, a lot more planning has to go into which route you take, how you dispatch enemies and when to grab the limited health boosts and armour, because if you die you have to start the level again. And again. This makes *TimeSplitters* a heart-in-mouth experience, especially when you're clinging to life, and desperately trying to get back to the designated finish point before psychopathic monsters hunt you down and kill you dead.

TIME TRAVELLING JUSTICE

Gamers used to first-person shooters on the PC may balk at having to use a Dual Shock 2 controller, but after a few hours play the default system does start to make sense, using the analogue sticks to move/strafe/look around with and a to fire – though all the buttons are fully configurable. An Auto Aim and Auto Lookahead feature have also been stuffed into the game to make it easier for beginners to get acquainted with the controls.

Once the Dual Shock 2 has been mastered, you can enjoy dishing out some time-travelling justice with a collection of over 30 weapons. These include small pistols, Tommy guns, sniper rifles, proximity mines, laser-spitting futuristic repeaters and rocket launchers — most of which have an alternative fire mode (see Guns, Guns, Guns). Each weapon also has an analogue-controlled crosshair for highly accurate shooting — essential against zombies and mummies that can only be killed by blasting their heads clean off.



1. You start by choosing from a selection of 20 basic building blocks.



2. Now place these blocks onto the grid.



3. Okay, now start to construct those levels.





A wicked collection of challenges have been included to test your first-person shooter skills. The mini-games have you punching the heads off zombies, killing maniacal duckmen and chasing robots for brain-in-a-box.

RANK

2nd

GUNS, GUNS, GUNS

There are over 30 weapons to get your trigger-finger itching, with everything from old skool pistols to futuristic plasma-belching cannons. An alternative fire mode is available on all guns, which, depending on the weapon, allows the player to ricochet bullets around corners or deliver grenades that explode on contact. Some of the available stockpile has a sniper mode for stealthier kills, and many can be used in pairs for double the devastation.



Mauser Trusty handgun that packs a punch.



Raygun Carbine Plasma-spitting alien disIntegrator.



Sci-Fi Handgun Complete with bouncing bullets.



mmy Gun Enjoy your own St Valentine's Day massacre.



Rocket Launcher It's unwise to fire this in enclosed spaces.

TimeSplitters gives up to four players the opportunity to enjoy deathmatches and several co-operative games, including Capture the Bag, Last Stand and the bodyguard protection challenge of Escort. Computer-controlled 'bots' can be programmed to be your artificially intelligent pals, ready to blast away at enemy characters or take you on at a manic frag-fest.





As you'd expect from ex-Rare programmers,

the level design is excellent, although there isn't quite the invention and realism of GoldenEye,



//Each level gets increasingly complex, revealing ever more labyrinthine areas//

zomble cops have torn uniforms revealing halfrotted flesh, whereas goatee-bearded Egyptian cult members stalk ancient tombs in beautifully ornate costumes, each one topped by a neat red and gold fez. Fluid animation brings these characters to life, as they dodge bullets, throw grenades, leap out from the shadows or die clutching their wounds. The AI of the TimeSplitters' adversaries has also been finely tuned, so some characters will run blindly at you firing a shotgun, while others will lie in wait, ready to emerge and let fly a barrage of machine-gun bullets. As you progress through the Story mode, you gradually learn the best way to dispatch each individual type of enemy, choosing the most appropriate weapon for each battle situation - such as ■ sniper rifle for long-distance kills, or the assault shotgun for inyour-face extermination.

which immersed the player in completely believable, large-scale surroundings - such as a dam, moving train or Cuban jungle. TimeSplitters is consciously more 'comic book' in style, with many superb multistorey environments that have obviously been influenced by trashy low-budget television and film scenarios. There's the Chinese level, where you can imagine Bruce Lee highkicking his way out of trouble, or Planet-X, which looks like the kind of world where Star Trek's Captain Kirk would snog a misty-eyed, miniskirtwearing space beauty, seconds before she transformed into a hideous alien. Depending on the difficulty setting, each level gets increasingly complex, revealing larger, more labyrinthine areas and making it far tougher to complete.

Populating these game worlds is a multitude of crazed freaks, mutants, aliens, hoodlums, soldiers, cyborgs and (er) stewardesses. Each of the enemy characters has been fantastically realised, so



4. Copy and paste to 5. Make horribly complex room and quickly build-up levels. corridor configurations.



6. Add lighting from a generous palette of colours and styles.



 \rightarrow

7. Add objects such as weapons and health, then select your environment.



8. Try it out with a test run. Tweak, name and then save the whole thing to Memory Card.

O&A







CHECKLIST

Weapons

Gibs and Gore

Multiplayer

Fast Action

Ducks

Puppetry

Supermarket

Lurching Mummles

Comedy Robots

Mouse/Keyboard Input X

X

V

V

1

1

X

~



TimeSplitters is a hugely satisfying singleplayer experience, but the multiplayer Arcade mode is just fantastic. With a PS2 MultiTap, you can enjoy a split-screen deathmatch involving up to four players, swearing and shooting at each other in a visceral, lightning-paced battle. Locations for the 18 unlockable multiplayer maps are taken from the Story mode levels, plus another nine including a graveyard at night, a devastated building site and a supermarket, complete with stacked shelves and cheesy background muzak.

Deathmatch isn't the only multiplayer challenge either - there are another five game types to whet your whistle. Stay alive in Last Stand for as long as possible while protecting a base, or Capture the Bag - a variation on the classic Quake Capture the Flag games - where the flag in question has been replaced with a small, pathetic holdall. More multiplayer mayhem can be had with Knockout, which has teams delivering an object safely to a location, and Bag Tag, a manic rush-about with the winner being the person who holds onto the bag for the longest time. However, the best addition is Escort, where one team has to safeguard a character through hostile territory while the other has to assassinate them by any means possible, resulting in much JFK-style japery.

Got no friends? Hey, not a problem - why not let TimeSplitters widen your social circle with an array of computer-controlled 'bots' that you can program to be as dangerous or dumb as you like? After each fierce multiplayer skirmish, info is given on topics like 'Most Kills Without Dying' and 'Head Shots', plus there are player awards with titles including 'Most Sneaky' and 'Hoarder'. A great option gives all participants in the Arcade mode an opportunity to save their stats on memory card, so a player's individual results can be kept as a permanent record of TimeSplitt-ing prowess.

ICING ON THE CAKE

Challenges are a cracking bonus when you complete the main Story mode on an Easy setting. These take the form of silly timed mini-games that include having two minutes to behead 50 zombies, and keeping hold of a robot brain-in-a-box for 60 seconds. All the challenges are short, great fun and hellishly addictive, coming as a welcome breather if you're finding the Story mode too tough.

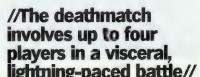
However, the icing on the cake has got to be the inspired Mapmaker, which allows players to construct their own multi-level environments using the 20 available building blocks or 'tiles'. Designing a map is simply a matter of arranging tiles, choosing the type of coloured lighting, placing items such as weapons and health, then finally deciding on the decor in a kind of sick and twisted version of Changing Rooms. Unlike many clunky PC level editors, everything has been simplified for ease-of-use, so gamers can cut and paste, copy,

//The deathmatch involves up to four players in a visceral, lightning-paced battle//

zoom in and out - all with the Dual Shock 2. Once



Nothing like a bit of desecration to spice up a videogame (above). Alien troopers warp into level, looking for time-travelling trouble (right).





Spaceways a beautiful backdrop for name serious interstellar violence.

One of your undead,

computer-controlled

a map has been set in stone, you can then name it, select a suitable atmospheric piece of music and save the whole lot to Memory Card, expanding the life span of the game considerably.

When you're playing *TimeSplitters* and gawping at the detailed background textures and polygon pyrotechnics on-screen, it's often hard to believe that the game is Free Radical's first PlayStation 2 outing. Although the team hasn't used anti-aliasing to smooth out the edges, the game zips by at such a speed that you hardly notice the notorious 'jaggles'. Powerful explosions, sparks from weapon-fire, bullets that ricochet in all directions, atmospheric lighting and smoothly animated characters all contribute to a stunning-looking game that only rarely drops below a silky 60fps – even on four-way, split-screen deathmatches.

The TimeSplitters soundtrack complements the game perfectly, with an eclectic mix of melodies covering Middle-Eastern flavours, kitsch sci-fi, horror movie histrionics and Chinese choons. Expressive and original sound effects finish the aural treat, stinging the air with ear-piercing Tommy gun-fire, plasma bursts, scorched metal, zombie moans, alien whispers and the death throes of unfortunate characters caught in the lethal cross-fire.

Though it's been produced by a team of ex-Rare coders who worked on the stealth and narrative-led *GoldenEye*, this is a very different first-person shooter. The plot is paper-thin, and the characters are two-dimensional, but it was always designed to be a pick-up-and-play arcade experience. There are multiple enemies to scythe through with gunfire, evoking memories of the edge-of-your-seat mayhem of *Doom* – but without the amusing bloody ultraviolence.

Free Radical has emerged as an important new games developer, producing one of the PlayStation 2's most exciting launch tities. Even the name *TimeSplitters* is appropriate, because you'll lose vast amounts of time playing it – begin a challenge and suddenly it's four in the morning and you'll be falling into a fitful sleep haunted by insane shotgun-wielding humanold ducks. Grab a copy now, for some of the fastest, most full-on fragging of this or any century.

Jamie Sefton

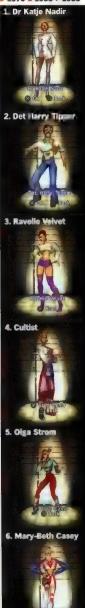
This hideous Dr Frankenstein lab is the setting for one of the excellent multiplayer levels.

19 - 48

OUIZ TIME

Can you match the character with the correct time zone?
Answers at the bottom

▲ 1985 ■ 1950 C 2000 D 1970 E 1965 F 1935

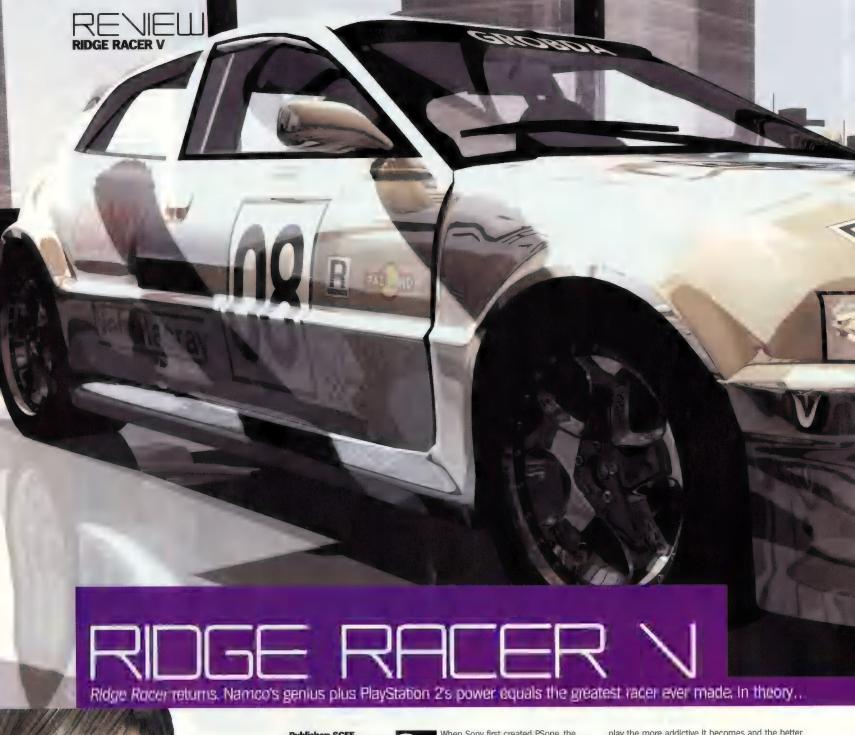


8 2:D 3:A 4:F 5:C 6:E

TIMESPLITTERS

Why we'd buy It: - Blindingly fast frame rate - Meaty weapons - Cast of weird characters - Addictive split-screen multiplayer madness		Why we'd leave it - Slow loading times - Shallow single-player compared with GoldenEye - No blood and gore - No keyboard/mouse option	TimeSplitters is a fun, frantic and inventive fi person shooter that er PlayStation 2 gamer should buy. Yesterday.	
Graphics	Fast, smooth,	detailed and imaginative	29	
Sound	Atmospheric music and realistic sound effects		0 9	
Gameplay	Simplistic, but thrilling and addictive		Ø8	ω
Life span	You'll be playing	ng for months	Ø9	

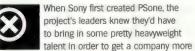




Publisher: SCEE Developer: Namco Price: £44.99 Players: 1-2 Out: 24 November Web site: www.playstation.com



Ridge Racer V is, naturally, the fifth in the famous Ridge Racer series. The first, in PSone conversion of a hit arcade game, gave spawn to Ridge Racer Revolution, Rave Racer (in the arcades only), Rage Racer and the previous ultimate, Ridge Racer Type 4, all on PSone.



famous for its Walkmans and TVs to be taken seriously as a games peddler. The game-brains they turned to belonged to Namco, and it was decided that the best showcase of the PSone's power would be a 'perfect' conversion of their new 3D driving sensation, *Ridge Racer*. And now history is about to repeat itself.

It's now five years on and Namco has been drafted in once more to work some launch day magic for PlayStation 2, this time with *Ridge Racer V.* No longer the only diamond developer in Sony's sceptre, Namco has been commissioned to provide a new *Ridge* for a new generation of machine – and expectations are high.

RRV has its faults, and you've probably heard about a few of them already. But the first time you boot it up you'll be amazed, and probably wonder what all the moaning is about. It's fast, it looks great, it handles in a hilariously unrealistic fashion – in short, exactly like an arcade racing game should. Better than that, you'll find the more you

play the more addictive it becomes and the better you get. Chuck in an atlas worth of long sweeping curves just made for cruising around and you're onto a winner. This is how a driving game ought to be and *Ridge Racer V* is the latest, PlayStation 2-powered effort from the true masters of the art.

CRASH COURSE

The path from the game's beginning to its end sequence is carefully orchestrated, and will have you hooked from the first pad press to your eventual victory. It'll take some skill though. Unlike in *Gran Turismo*, opponents cannot be simply barged out of the way – if you get involved in a collision with another motor you'll invariably end off worse. This tends to happen a lot when you're trying to overtake the car in front to earn another vital place up the rankings – rather than slipping

//Once again, Namco has delivered the perfect arcade powerslide machine//



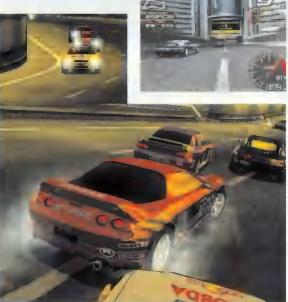


safely by, you're more likely to push your opponent further ahead instead.

Ridge Racer's handling is legendary. After all, let's not forget that it invented the powerslide the fine art of off-setting the momentum of your vehicle against the grip of your tyres, sending your car into a controlled slide allowing you to take corkscrew-tight curves at dragstrip speeds. Once again, Namco has delivered the perfect arcade powerslide machine. The accelerator is held full on, the bend is approached, the car is aligned nice and wide. Next the clever bit. The car is turned far too sharply into the bend, and a split-second later the brake is tapped, inducing a violent, biting turn. Now the money shot. The car is turned with full-on opposite lock, and the accelerator violently reapplied. The result is a car moving completely independently of the way it is facing. Now, as the tyres bite they propel the car forwards. Control the steering to keep the car directed on the exit of the bend and, if all goes well, you'll power out of there without any loss of speed.

Things are made more complex by the provision of both 'drift' and 'grip' cars – there are three of each to choose from at the start of the

->



In every collision with the other cars you always come off worse. The lesson here is that skillful evasion is the key, not *GT*'s brute force.

MEDE IN JEEN

A quick pit of protection the day of any in team behind the new trials the street V...

ELICHI SAITA, Ridge Ruger V Game Designer and Senior Project Director



What were your main aims in putting a *Ridge* Racer game onto the PS2? think main III we wanned to dealthic was a same with that the www.il on the Paznit At the same time we've put a lot of new bill 5 line 157 game with the 157 can allow. Yo the and car to half are a lot more war I ii the are more realistic and we man and Illipa in real-time to butto out the 'emotion' the name.

NOBUHISA MIKODA,



Does Ridge Racer V have a different 'look' is cilium in the series?

worked on Rage Racer and "''on there are elements that have him the Him Racer difficult to me and the want the unit to me. In the want the unit to have the him to have the work the wo

Are courses based on real race tracks?

There aren't the many any in RRV that exist in the real world. We would in the real world in the future. His consider the future. His consider the future in the future in the future.

KOHTA TAKAHASHI, Hidge Rocke V Load Sound Designer



Where did the cars on noises come from?

I all went in a circuit of the cars o

JUN NAKAGAWA, Ridge Rocer V Leed Programmer



How difficult is the Plan Lution 2 to program furf Furn Racer if II was a null hilliam to get the process of the high Lucia Also many of the different pure in tools we had from Sury mere not common during and during in the numer.

A chestnut now. Why h. n.m.! you included and all stages in this camping it was a linking we we to use to push and due to various constraints weren't able to do it as we

How have you changed the Al for Ridge Racer V? Company to make Racer V? In the Al to the Racer V? In the Al to the Racer V. The Racer V

The degree of fogging in two-player mode is

difficult to me to talk about (laughs). The ment of talk about the main reduction of talk about the main reduction of the main reduction of talk about the main reduction of the

REVIEW





08

⊋ game. Drift cars can be flung into a powerslide even more easily than using the method outlined above. With the slippier cars it's possible to pretty much flip the thing out with over zealous use of the superbly sensitive analogue stick. It's a technique that's vital to master if you want to progress easily through the game. Ridge Racer V also features some thoughtful visual effects. Sparks fly from the bottom of the cars, headlights come on in the tunnels, and brake lights leave cool glowing trails behind them on the night and evening levels. In the daytime, bright sunlight realistically reflects off windscreens and bodywork.

Surprisingly, it's right about now that things start to go wrong. So seemingly fond are they of their previous racing masterpiece, *Ridge Racer Type 4*, that Namco has not only taken its handling model, they've also stolen its game structure. Once again, cars, upgrades and, more importantly, tracks are unlocked by your performance in increasingly more challenging championships. This worked

ERM, PAC-MAN?

Awaiting persistent drivers is one final extra car – the Pac-Man car. As you play through the modes and cars the game keeps a tally of how far you've travelled, and this agile little beauty, which races against spooky ghost opponents, is unlocked when you've raced a lengthy 3,000 kilometres.



wonderfully in *Ridge Racer Type 4*, but surely it's big brother on PlayStation 2 should have been slightly more original?

Unfortunately, Ridge Racer V Just Isn't as much of a looker as you thought it would be either. Just look at those Jagged edges - anti-aliasing was promised, but it hasn't been implemented due to certain contraints (see Q&A). And then there are the borders. Often the product of half-arsed conversions to the PAL TV format, they mean that the smaller, Japanese TV picture sits in the middle of the more detailed UK TV screen, with black borders top and bottom. Ridge Racer V has borders. Just as the Japanese launch game was a rush job, so is this UK conversion, with its inchwide black bars at the top and bottom of the screen. It's this lack of attention to detail which makes you feel the game hasn't been thoroughly thought through.

The worst is yet to come, though. Namco has thoughtfully included a two-player mode, but that





There are 14 cars on the track at once, but you usually only get to see five at any one time, as they swiftly get strung out in familiar Ridge Racer style. Cars aren't real models, but look convincing enough.



Where is the litter? Where are the crowds? Once again, Ridge can't help but look sterile with its empty, faux realistic settings.



COLOUR ME BADLY

Fog lamps and 'dice optional...



Tired of racing? Played through with every team, with every car, in every event? Hey, why not get crazy with the felt-tips and personalise your motors? Yes, let those car graffiti urges run wild in the Paint Shopl While the results may not actually be any good they're always 'distinctive'. Now, where was that 'undo' button?



Give it a casual glance and it looks great. Study it for a second, though, and you'll start to notice those ugly jagged edges...



just serves to further show how rushed the development time was. Not only does this headto-head version of the game compress the player's view, but everything from middle distance onwards is shrouded in a thick pea soup fog.

In order to cater for a more hardcore UK audience, Namco has made the game faster and more intense. It's the same trick that was pulled with *Gran Turismo*, where the perfect Arcade mode was suddenly transformed into some kind of *WipEout*-beating adrenaline fest. In many ways this makes for a better game, increasing the exhilaration factor. Unfortunately, this appears to be a kind of substitute for other failings. It's a shame that the developers couldn't just deliver a nice, full-screen conversion of the Japanese game — with some improved, and less serrated graphics.

Which leaves us with a great game that is let down by overly high expectations. The fact is, this is still the best handling, best-looking console driving game so far (until GT3 and WipEout Fusion get it together), but it's not the new way of life we were hoping for. Expect it to entertain, and get that jaded old gamer's heart pumping a little bit faster. Ridge Racer V is not great, it's not life altering, it's just plain old-fashloned 'quite good'. That, like so many of the PlayStation 2 launch games, will just have to do for now.

Daniel Griffiths

RIDGE RACER V

Why we'd buy it: - Fantastic sense of genuine speed - Superb handling - Very easy to pick up and play		Why we'd leave it: - Bad PAL conversion - Two-player mode fogging - Some jagged edges	as a just thou be. I	Ridge Rocer V will please as a launch game, but it's just rull as good as you thought it www going rul be. Lack of originality and unforgivable graphical failings mar is great game.	
Graphics	Sharp and s	shiny. But is it too sharp?	26	Г 7	
Sound	Banging cho	oons, but repetitive commentary	27	7	
Gameplay	Superb stru	cture and superlative handling	Ø 8		
Life span	A month of	playing and you'll have done it all	07		

CARS AND TEAMS Choose your racing alter-ego.

Just as in Ridge Racer Type 4, there are different teams to drive for and each has their own particular makes of car. In Ridge Racer V the actual team you pick corresponds directly to the difficulty level you choose at the start. Each team then offers six race cars, three 'grip' models and three 'drift' cars. The car you choose will be your car right the way through the game, receiving upgrades at the end of each GP. You never get to choose which you'll drive,





As players of Snowboard SuperCross say live by the board, die by the board.

Publisher: **EA Sports Big** Developer: EA Sports (Canada) Price: £44.99 Players: 1-2 Out: 24 Novembe Web site: www.easports.com



Back story Developed at EA Sports (Canada), home of FIFA, SSX (originally: Snowboard Supercrossl is Electronic Arts' premier original PS2 title, and the first game to be published under the new extreme sports label, EA Sports Big, If its breathless brand of snowboard shenanlgans proves successful - and it should - expect SSX 2001 this time next year.



Whoooosh! If you were to summarise SSX in one word, that would be it. This is a game that takes your breath away, pulls the ground from beneath your

feet and tosses you headlong into a snowdrift. The chairlift takes you to the top of a snowcapped peak and then casually tips you off the edge, leaving you to fend for yourself as the world flies past your ears at 100mph. It's all downhill from here, my frlend.

Then suddenly, almost intuitively, you're weaving through the icy chicanes, sweeping through drifts, leaping over chasms and pulling elaborate stunts for good measure. You are at one with the snow. You have tamed the mountain. Until the game suggests another course, higher, faster, longer and littered with even more indomitable obstacles than before. And so the cycle of SSX is set in motion. By this time, the game will have you in its mesmerlsing grip until you've unlocked every hidden rider and performed every damn trick in the book. And more.

SSX is an absolute joy to play. The analogue control stick floats perfectly under the thumb, allowing your chosen boarder to zig-zag evenly through virgin snow. When this masterful sense of

//SSX makes no tiresome claim to be the 'real snowboard simulator"//

control is combined with the game's peerless sound effects, you really get the impression of the board cutting into ice or losing momentum as it ploughs through a shower of flakes. The detail is phenomenal, and everything feels just 'right'.

Yet SSX is not a realistic game. It makes no tiresome claim to be the 'real snowboarding simulator'. Its creators know that, in the confines of a videogame, you can fashlon something greater than reality. SSX's courses are stupendous constructions, full of colour and personality which beg for you to pull outrageous airs off their many jumps. The Tokyo Megaplex course is based upon the design of a glant pinball machine, while the Aloha Ice Jam track is carved into the side of an iceberg, In Hawaii. Frankly, you can take your realism and shove it up your Gore-Tex sweater.

There are two distinct paths to glory in SSX. The first is through the pursuit of speed alone,







Multiplayer racing is intense - the rider in front is never allowed to get too far ahead.



Half-pipe and flippers: Tokyo's pinball-themed beating five CPU opponents to the bottom of the course is, er, wizard. hill. In Race mode, the discovery of short cuts is crucial, and the more complex the course, the more multiple routes there are to be enjoyed.

Finish in the medals (after a quarter and semifinal) and you unlock the next course.

ONE GOOD, FOUR BETTER...

To become a true SSX all-rounder you'll need to master each mountain in Showoff mode, which is arguably

■ much harder task. You're required to rack up points by performing all manner of stunts at every available opportunity. As is the convention, the more ridiculous the name (Iffy Stiffy, with a Chicken Salad - cheers), the greater the point value. Huge cliff drops positively invite multiple somersault combos, but you'll need to take every tiny opportunity to air in order to progress.

The lasting appeal of the one-player mode is assured by the sheer diversity of the six courses and their potential for exploration. It's always worth trying to shave seconds off a time or pull ever more stunning tricks, because those few additional points gained can unlock more riders. This is a greater reward than usual, because each boarder boasts a strong personality. Current office favourite is Moby, the transatlantic Brit (think Spike from Buffy for accent, Lennox Lewis for looks) who taunts enemies with a terse 'in your face, mate' and appears to shout 'bollocks' when he loses.

Meet Moby, SSX's in-house transatlantic mockney

chancer. He's always up for ■ rumble.

Naturally, the most intense battles will be fought against your mates in two-player mode. This highly impressive split-screen sacrifices none of the speed of the single-player, and despite the length of the courses, the intervention of CPU boarders means that the field always stays tight.

SSX is easily the best snowboarding game ever created. It makes the Cool Boarders series look risible by comparison, and it's already pissed on the parade of Konami's Winter X-Games and forthcoming Capcom effort Snowboard Heaven.

Ignore the Nintendo bores still droning on about 1080° - let them go hungry waiting for their mythical GameCube. SSX is an irresistible taste of the future right here in front of your nose. It breezily contradicts the anti-PS2 manifestos of sniping rivals by looking fantastic, shifting frames like nothing on earth and being bloody great fun to play. Buy it, play it and find yourself ecstatically high-fiving every stranger you meet between now and Christmas.

Sam Richards



Cool secret routes include this train tunnel, ideal for railslides. Literally.



MOBY

Try to perform all the stunts in your trick book in

order to unlock new boards and outfits.

He didn't just say that, did he?

As well as persuading the commentator to excitedly utter the word 'stiffy' (m+m+6), here's how you make him say some other strange things in the pursuit of correct snowboarding argot.



m+@: 'Filet O'Stalefish'



m+m+@: 'Skinned Flying Squirrel'



(m+(m+(m+(m+(m)



m+m+m+@: 'Canadian Back Bacon Ali



Gurning for the namera half-way

Now that's style.

through a 360° flip?

		Winy we'd leave it: - We wouldn't	If PlayStation 2 ever needed an advertisement SSX is it. Slick, speedy and extremely addictive.		
Graphics	Ahead of its	time	09	7	
Sound	Great music, superb SFX		09		
	Smooth, acc	Smooth, accessible, but loads to learn		ИЭ.	
Gameplay		cover	Ø9 Ø8		







The huge gaming areas are themed into lush forest, arid desert and a wintery snowscape.

SLER'S RUN

We don't want to be penalised for breaking the law. No, we want to get points for it. .

Publisher: Rockstar Developer: Angel Studios Price: £39.99 Players: 1-2 Out: 24 November Web site: www.rockstargames. com/smugglersrun

Back story Smuggler's Run developer Angel Studios is not new to the racing genre – It's responsible for developing the award-winning Midtown Madness on the PC. For their PS2 debut, the team are releasing two new racers, Smuggler's Run and Midnight Club How do they fare on this platform?

Where would gaming (or films, for that matter) be if they couldn't exploit the illicit thrills of a life of crime? Serious law-breaking is not a wise real-life

career move, but in the fantasyland of gaming, anything goes. From the safety of your sofa, what does it matter if you get caught? Just start again. In recent years, GTA, GTA2 and Driver have all gone this route on PSone, and with great success. It's no surprise, then, that big brother PS2 should seek to offer the same titillation from the word go.

Developer Angel Studios must take a large chunk of the blame for leading our new black box astray. Both of its European launch titles, Midnight Club and Smuggler's Run, involve very fast and very illegal driving, But where Midnight Club takes to the grimy city streets of London and New York, Smuggler's Run heads for the dusty tracks, shacks, and cows of Hicksville, USA. In this incarnation the lawbreakers are Dukes of Hazzard-type hillbillies inbred maybe, but not actually bad. The vehicles they drive - monster trucks and souped-up buggies - are the kind you'd see being lovingly polished up by a hairy man called Gunther.

In your redneck truck you have to pick up contraband then drop it off again, all the while avoiding assorted bad guys: chiefly rival hillbillies, state troopers and the CIA, who want your stash. The Al of your pursuants is so well tuned that you'll find yourself getting continually nailed or arrested. Annoying - but it just makes it all the sweeter when you finally manage to outrun them.

Gameplay is spread over three colossal themed landscapes, incorporating forest, desert and snow that blend slowly from pine clad hills into tundra on the Mexican border, and mountains on the wintery frontier with Canada. Littered all over the playing areas are numerous interactive objects that are constructed with reality based physics. Smack into a stone and your vehicle breaks a little; drive into a fence and it breaks a bit more. Fortunately, not all elements lash out when driven over - the tumbleweed and grass appear to be there just for decoration, as do icicles and snow on the trees.

//The size of the gaming environment is one of Smuggler's Run's most impressive aspects//

The size of the gaming environment is one of the most impressive aspects of Smuggler's Run it's possible to pinpont a house way off on the horizon that could be the equivalent of five miles away and drive to it. The environments are totally free roaming - a factor that lends a great impression of freedom, and is a hopeful nod towards the future of PS2 gaming. The landscapes feel solid, and there is no discernable pop-up something that is still appearing in other PS2 racers like Ridge Racer V and Wild Wild Racing.

LET'S GET PHYSICAL

Angel Studios also appears to have worked hard on the physics engine, which effectively simulates driving dynamics over different surfaces. It's easy to reach full revs on asphalt, but not on the sand or snow. Try and drive on ice and you spin and slide; plunge into a river and the currents will make it difficult to get out again.

The vehicles themselves handle differently depending on their size and speed. For example, the SUV feels heavy and less prone to slides, but the lighter and more responsive buggy is quicker on corners and traversing the slopes. Collisions produce a satisfying Jolt on the Dual Shock 2, and



Choose your smuggling vehicle from the garage. There's a choice of six growling monsters.





As the camera pans in, you'll see the layout of the land and where your enemies are positioned.

the more damage you incur the more body panels and tyres you lose. In fact, by the end of most levels you'll find yourself driving around in nothing but an engine attached to wheels and a seat. Mission difficulty is set at just the right level.

Some of the courses will initially seem impossible, but each time you restart you'll find yourself progressing a bit further. The only drawback being that the challenges start to feel similar, with only the terrain and the local enemy changing.

Unlike other games of this genre, the tasks are surprisingly tame. No-one gets harmed, there are no guns, and often your role is nothing more than a delivery boy. The packages you must distribute vary from military hardware to a more bizarre Ming vase. Even when your sadistic streak comes out and you run an innocent farm-hand down, they'll just bounce off the bodywork like scarecrows, while cows scatter when they hear you coming.

If you find yourself getting tired of the Mission mode, grab a friend with criminal inclinations and challenge them to the riotously manic two-player melee. Like a huge game of dodgems, you compete against six Al vehicles to deliver one item of contraband. Get smashed into and you lose the booty.

Smuggler's Run creates it's own little niche. Off-road racing and bootlegging compliment each other well, but this game doesn't quite cut it as a crim-sim like Driver. It's just too nice. Enjoyment will come, though, if you're prepared to sacrifice a commitment to criminality in favour of the more simple-minded, if puerile, pleasures of driving into livestock, knocking down fences and wrecking graveyards.

George Walter

SMUGGLER'S RUN



with great realism - A top notch soundtrack Why we'd leave it:

 Missions can become slightly repetitive

original one

Graphics Crisp, smooth and solid Turn the music up and engine noise do Gameplay You'll play it loads Life span Great two-player mode and lots of mi

THE GANGS You'll be competing against some very against some very nasty gangs. So watch your back...

The O'Gradys The O'Gradys are Irish. And alcoholics. And they're also nasty inbreeding cannibals who live in caves.





The Forgotten This is your team. Led by Gordon Temple, an elusive cigar smoker. Specialise In vehicles that offer good handling and high speed.



Ouebecois These add the Gallic arrogance to the game. They're very strong and



The Sierra Cartel Mexican lowlife, captained by a mean ass beeyatch called Conchita Gonzalez. Shouts 'Amigos' a lot.

A launch game that looks

how you expect ■ PS2 game to look. Impressive both graphically and

technically, and, most

Why we'd buy it:
 Massive gaming arena
- Some intelligent
graphical touches
- The vehicles respond

- The idea isn't exactly an

importantly, extremely good fun to play. ØB **DE**







Ah, enjoy the mountain air, take in the panoramic views, admire the dramatic sky. Then drive your jeep off the edge.





Publisher: Midway Developer: Midway Price: £39.99 Players: 1-2 Out: 24 November Web site: www.midway.com

A version of this catalogue of insane, highly caricatured fighters made its original appearance on the Dreamcast as Ready 2 Rumble. Originally intended for DC only, I PSone version followed in 1998 due to public demand. And the rest, as they say, is history.



It's a sure sign that you're doing something right when Wacko Jacko phones your offices asking whether you'd mind awfully if he could appear

in the sequel to a game he so dearly loved.

Considering the utter lunacy with which Ready 2 Rumble operates, it's a bizarre request from the plastic popster, and a miracle that the ghastly things the developers could have subjected him to have somehow failed to appear. Surely all those punches to the skull must have tempted some wag to design an animation where his face slides comically off his chin? But no. Still, no matter how disappointing it is that they've overlooked the more obvious laffs excessive plastic surgery offers, just about every other potential gag has appeared. Make no mistake: this is a very funny game.

The original Ready 2 Rumble made its debut back on PSone many moons ago, and smashed Itself a new niche with the ferocity of a steroidfuelled Mike Tyson. Whereas previous boxing efforts (and boy, were they efforts) like Knockout Kings and Victory Boxing were grimly serious affairs, Ready 2 Rumble presented the game as some crazed circus, full of blown raspberries and schoolboy japery. It was potty humour, but perfectly judged - and the end result managed to work as a very effective fighter, despite the manic surface goings on. Now, with plenty of new characters to introduce and the power of PS2 to push it onwards, Ready 2 Rumble is back. Just as silly. And just as effective.

The animation is, without doubt, the first thing you notice about this game. Not only do its boxers come polka-dotted with all the cosmetic trappings you would expect from the sport - cauliflower

//Her breasts slop around her frame with hypnotic regularity//

ears, hairy backs, pulverised noses and other distinctions only a mother could love - but they move with a scintillating fluidity. They bend and contort with such grace, All's famous boast - float like a butterfly, sting like a bee' - can't help but spring to mind. The hilarious design, and effective polygon construction of the characters, also lends massive weight to the comedy of the game.

LAZY JELLY

Mama Tua, a cross between a hot lovin' lardy dominatrix in need of a shave and Judy Finnigan at the National TV Awards, is a particular figure of fun. Her breasts must consist of a good few thousand polygons each, and have the consistency of a lazy jelly. They slop and wiggle around her frame with hypnotic regularity. They're quite enchanting. And she's not unique - all characters in the game have their own memorable traits.

But though the construction and handling of characters is second to none, the lighting and



Not even mighty Shaq can withstand a super blow to the belly. Soon he'll be crying like a big girl's blouse.





trademark white glove (if a bit bigger than usual).

A&0

es five with Shaquille O'Niel was that 51 and I DTU to the All



You could have been in any game you wanted. Will R2R? n n r skills, but to with hael is a in this game some moves

So you don't fight Grace. skills

How do you feel about racial de la in this game? that There are blacks whites

You've had a table to the table to the table to the table to the table table to the table table

deserted was lumping out windows There!d II a thousand different stages

You like scared? scared, it's that in Resi m or I be de-

So got to be ntenser //know, With a game tor children ... got to capture their minds like Pac-Man grab me

How much time do games?
I'm not going to to and say I I'm and say I I'm and say I I'm and say I I'm a But I've my nouse Double Dribble

was willy

Do you have any interest in music for a so ('m chillin' out right now

Were you in a li when you saw you saw I'm III II still made me sexy

So man scared of Michael Leading tell man, it ain to

Do you ever play as any other a recision No. They my PF



Your eyes do not deceive you. You're looking at Little Rock's finest taking on a hideous ninefoot snowman.

shadowing doesn't compliment the action as well as should be expected. Shadows falling across the boxers' shoulders look forced and hard, while some dubious shading is apparent in the flesh tones, especially on the characters with paler skin. It's as if, at times, they are wearing stripey translucent jumpers. In fairness, this isn't bothersome most of the time, but these glitches are indicative of an annoying slight lack of polish that the game demonstrates throughout.

Still, whatever our criticisms, the gameplay continues to shimmer. The Al works fine, though it's a little odd - most of these characters aren't exactly the sharpest tools in the shed. If they're being pummelled in the face, it can take three or four smacks before they react and become defensive, but by then you've probably charged your 'RUMBLE-o-meter' and given them new residence on the Hubble space telescope courtesy of a walloping uppercut.

They make up for this mental thickness in the joy of their moves, though. Nimble, irresistible and dazzlingly addictive throughout, learning the moves



So this is how the First Couple sorted out all those unpleasant marital problems...



1. The First Lady goes ballistic, catching Twitchy Pants with a killer left.



2. Then she wallops his cigar-chomping gob again with a stronger left.



3. Mr 'It Doesn't Count As Real Sex, Guv' ducks his missus' killer blow.



4. Only for Noo Yoik's finest to land a right hook, smacking his smug face In. Going down...

He may talk tough(ish), but this cowboy's an camp as a tent. Play with people's prejudices, then lamp them into next week...



READY 2 RUMBLE: ROUND 2



Many of the characters have peculiar ways of charging up their RUMBLE meters. This one involves somersaulting. Why, of course.

LET'S GET PHYSICAL

If you're serious about your boxing you need training. Grab your skip rope, pull on your Fame-style legwarmers and enter the sweaty world of your very own gym. We've graded each piece of kit on an special machometer, depending on how much of a hero you feel using it...



1. JUMP ROPE Good For: Stamina/ Endurance/Dexterity/ Experience Bad For: Strength Score on the macho scale: 10/100



2. SPEED BAG
Good For: Strength/
Endurance/Experience
Bad For: Stamina/
Dexterity
Score on the macho
scale: 110/100

3. HEAVY BAG Good For: Strength/ Stamina/Experience Bad For: Endurance/ Dexterity Score on the macho scale: 80/100



4. SWAY FALL
Good For: Stamina/
Dexterity/Experience
Bad For: Strength/
Endurance
Score on the macho

5. RUMBLE PADS
Good For: Endurance/
Dexterity/Experience
Bad For: Strength/
Stamina
Score on the macho
scale: 35/100



6. RUMBLE AEROBICS Good For: Endurance/ Dexterity/Experience Bad For: Strength/ Stamina Score on the macho scale: 2/100



Ms Valentine might

look 'friendly', but

a low blow to the

nuptials shows she

7. WEIGHT LIFTING Good For: Strength/ Experience Bad For: Endurance/ Dexterity Score on the macho scale: 99/100



And hello, Mrs Two Ton Bag Of Blubber In A Bunny Suit. (Knockout Kings, this ain't...)

of the game. A Moonwalker-era Michael Jackson not only walls and shrieks like a demented baboon, he moonwalks in battle. Fellow real-life fighters Shaquille O'Niel and a certain Arkansas politician are also hilarlous parodies.

There are some new characters too, including Freke E Deke, a crazed Canadian Mountie who displays a nervous technique that sees him lashing out in a windmill style. It's reminiscent of watching schoolgirls fighting. He even gets in a paddy when his fist fails to make contact.

As with the original Ready 2 Rumble, the more point-winning punches you land the higher your 'RUMBLE-o-meter' grows. Keep fighting and it'll keep on growing. And growing. Once the word

RUMBLE' appears on screen, you can unleash your special moves. Keep up the pace and your RUMBLE glows red hot, eventually turning silver. It's at this point you can deliver such a spectacular punch as to have your opponents whistling through the air and out into the audience. Of course, it's an instant KO.

Close quarter scraps are a different matter. The boxers have the ghastly knack of blending together when in close proximity. Watching the space between a battling duo is like spectating at an octopus disco. It's sheer luck if you land anything significant in this position, so sly uppercuts, hugging and crafty belts to the belly are sadly absent. Polygons mix together, and at times you'll find yourself putting your fist straight through someone's shoulder, or falling through the otherwise totally convincing ropes, complete with physics that add true elasticity to their movement. As with the skin texture glitches, this is another disappointment - especially when so much attention has been lavished upon creating movements and fighting techniques.

To keep yourself ahead of the game, and hopefully away from the Slamese twin-effect close-up punch-ups, you may want to try your hand at some training. Luckily it's not only useful, it's also highly entertaining.



RUMBLE IN









Ingenious: a boxing robot with a punch bag for a head. That's got to be worth an extra mark by itself.

slapstick approach that pays dividends in every //R2R: R2 is a brutally brilliant game - even with its flaws// interest - the looks, sounds and humour. When

Training your boxer takes place in your gym (a warehouse complete with rats and a leaking roof) where you're trained by a buoyant young thing named Julie. She 'Jane Fondas' you into shape with Yankee hollers of encouragement that make you want to deck her, but whether you're jumping rope or hauling weights, each of the seven training events are slices of entertainment in themselves. Much of it involves Reatmania-style button bashing and precision timing. And then there are the highly suspect 'vitamins' you can win through prize fighting, which boost your performance. Together they add a depth to the game that the PSone incarnation was sadly lacking.

A KNOWING WINK

At the end of the day, of course, Ready 2 Rumble: Round 2 is not a serious rival to such beat-'em-up heavyweights as Tekken and DOA2, but something very different: the guys at Midway have been rather clever here. As it stands, this game has no real competition - instead it's opted for a

way imaginable. The beauty of Ready 2 Rumble 2: Round 2 is that the gameplay is just intense and playable enough to add weight to the real areas of something's delivered up with a knowing wink like this, you tend to forgive just about anything.

So yes, R2R: R2 may be short-lived compared to other beat-'em-ups. It may have a couple of irritating graphical glitches. But even with all its slight flaws, it remains a brutally brilliant game. A definite recommendation for the foundations of your new PlayStation 2 game collection - despite everything.

Ben Lawrence



With Mr Roboto cornered, it's time to go in for the simple-but-effective 'Reach round the back and whip his Duracells out' move.

READY 2 RUMBLE: ROUND 2

	we'd buy it:
- It's a	aft as a brush,
highly	comical and
thorou	ighly playable
- The	animation is also
highly	impressive

Why we'd leave It - Not too much depth of gameplay, and the appeal will wane

- Jokes have a habit of only being funny the first time you hear them

Comical, crisp and superbly animated Crunching Does full justice to the game **Ø**8 07 Gameplay | Fun at first but becomes worn Life span | Short. But you will play it and come back to it Ø6



A great 'pick up and play'

title, but it can't compete



Publisher: Konami **Developer: KCEO** Price: £39.99 TBC Players: 1-4 Out: 24 November Web site: www.konami.com

Back story

The first PS2 Incarnation of what is quite rightly regarded as the pinnacle of console football games. However, a lack of licenced players and ultra realistic gameplay - too much so for most neophytes - has always left this series in FIFA's shadow. Thankfully, Konami has addressed most of these problems with a new ISS, retooled for PS2 and ready to open Its turnstiles to a new generation of fans...

If life was a bit more balanced than it is. International Superstar Soccer would have gained the recognition it truly deserves by now. Historically, and across numerous videogame systems, it has consistently outplayed the FIFA series, introducing shimmles, precise long balls and some of the best build-up play outside the Premier League. Yet FIFA, and its constantly updated team

sheets, remains the dominant breed. The battle is much akin to pitching, say, Five against Travis. Both are recognised bands, but there can be few that would argue that Travis - seeing as they play their own instruments and everything - are maybe. more deserving of their success. But if only the Scottish lads could dance in formation...

Like Five, a lot of FIFA's success can be put down to its glossy production values - something ISS has previously failed to match. While the EA series is cunningly promoted through the year's most celebrated player on the box, and annually

updated Premier squads, Konami's games have always made do with fictitious teams and players. Couple that with gameplay that makes you work for every goal, and It's perhaps no surprise that ISS has never gained mass-market acceptance. The fact is, until now only the console cognoscently knew anything about lt. This time around, however, Konami is ready with a counter attack to raise its awareness, and has two strikers ready to batter FIFA's defences. One is that it now has a longawaited FIFPro licence to add player names to its International squads. More radically, it's become a more arcade-based, and thus goal-laden, game.

The move from previous PSone versions - all midfield tussles and speculative crosses - to a

//Radically, it's become a more arcade-based. goal-laden game//

more immediate passing and shooting game could have been dangerous, if it wasn't for the skill of Konami's team. With the PlayStation ISS squad now busy on a PS2 update of the more strategic, hardcore and traditional ISS Evolution - due for release in 2001 - the team behind the kick 'n' run Nintendo 64 version has taken the reins of this first PlayStation 2 version. However, fears of a game that is reduced to an overtly simplistic level are soon allayed. This version mixes the instant gratification of the Nintendo games with the full gamut of searching passes, flick-ons and back heels of the PlayStation range - the best of both worlds, In other words. On paper, ISS finally has a front line almost equal to FIFA's. The end result, while slightly too shallow for ISS purists, should be ■ serious hit - it beats FIFA at its own game.

The beauty of ISS is that It's a game in which, as with the real thing, you improve with every match. Although play initially centres on the basic elements of passing, shooting, through-balls and

"AND IT ALL HINGES ON THIS MOMENT..."

ISS includes a series of scenarios in which players assume control of a team during the turning point of a historically significant match...



England 2 Portugal

During this Euro 2000 qualifier, the teams were locked together. Here's your chance to change history and send England through. (Subbing Gary Neville should do it.)



The Euro 2000 final has gone into extra time, with everyone waiting for the Golden Goal, Having lost their initial lead, can Dino Zoff's boys still lift the trophy?



Yugoslavia 0 Slovenia 3

Mastermind one of the greatest comebacks of all time. It's 20 minutes into the second half. Slovenia feel safe. but the Yugoslavian team just won't lay down and die..



"And the mighty iceland take the lead..." It's not just France, you know.



The PS2 ISS offers more goal-heavy games than is usual with the series whether you meant to score or not.



Want to take corners like Mr Posh? Alter the height of the arrow, carefully judge the power (and then head to the Training option)..

Umbro sponsorship provides another level of

reality to ISS in these brand-heavy times.

lobs, with the occasional header thrown in for good measure, beneath this basic smattering of controls lurks a much more involved beast. However, it is to Konami's credit that the many moves on offer never compromise or clutter the gameplay, instead, these basic skills are all duly worked with the secondary buttons. Feints can now be used to confuse an encroaching defender, Wimbledon-style long balls can be brought down on the shin and hit first time, while elegant onetwos and chipped returns all become second nature in time. Indeed, it's as you begin to use these moves to successful effect (a chipped return is rewarded with a curling volley that loops over the 'keeper and into the top-left corner, say) that you start to realise you'll probably never play another FIFA game again.

SUBLIME CONTROLS

Some clever Al compliments the elegance of ISS's sublime controls and fast-paced action. The game has a good tactical brain, with players running into space to mop up spilled shots, and goalkeepers reacting quickly to close down one-on-one threats or offer agile tip-overs and the occasional clearing punch. Credit should also go to the game's referee and his assistants. In these days of ridiculous yellow cards and plentiful dismissals, ISS's men in black play it by the book, yet still have the savvy to keep the game moving. Enthusiastic tackles are met with stern warnings, while cards are only issued for the most heinous of attacks. This in turn contributes to the flow of the game, ensuring the entertainment of a big match is never interrupted.

In fact, if ISS highlights were to be shown on Match of the Day, Alan Hansen would have little to criticise. Unfortunately, ISS doesn't have Hansen; it has Chris James and Terry Butcher...

For a game awash with stunning presentation, Messrs James and Butcher are the undoubted weak links in a very strong side. Both cluck on inanely with their comments bearing little resemblance to the on-field activities. This is at odds with the glossy presentation of the rest of the game, which is let down graphically only by some ocassionally erratic player animation. Everything from the way players lean into a turn, to the Bobby Moore-style static tackles, are effortlessly implemented, and the game's genuine need for skill adds a new dimension to play. Yes, you'll have to work at it to be good, but the rewards are more than apparent.

Forget that the players are all large and well detailed and turn on six-pence. Forget the tight camera work and excellent variety of options (including the under-23 squads). Most of all forget other football games. ISS is quite simply as good as they get at the moment, and has the legs to entertain for months to come. Also, as proficiency and confidence grow, and the game's many skills and moves are put into effect, it should serve to warm you up for the main event of ISS Evolution late next year. For now, though, this PlayStation 2 kickaround may not have the 11-7 score lines of FIFA or the club teams, but in terms of skill, growth and depth it's a winner. Life is unfair, but by buying ISS you'll be righting one of the greatest gaming wrongs of all time.

Steve Merrett

USEFUL TRICKS

Control is everything in ISS. Get to grips with it and you'll be away.



1. Chest Trap

As the ball comes to your player, hold the @ button. The recipient will control the ball on his chest. Now lay a pass to the feet of one of the other players to catch the opposition napping.



2. Through ball

The simplest yet most effective way to split a defence. Run towards the opposition and look for a man out wide. Now press the (A) button to thread the ball through to leave him clear on goal.



3. One-two

Quick passing is the best way out of a huddled midfield. Two rapid taps of the (x) button will send the ball to a nearby player, who will then pass It straight back, confusing any rival players



4. Feints

Using the **a** button to sprint, subtle movements of the analogue stick give the impression you're turning one way and are enough to trick the defender into giving you space to move



5. Nodding-on

What appears to be simple title reveals

itself to be a brilliant kickaround. A warm up

When taking corners, use the button to float a ball to the man on the near post. As it gets close, press (8) to head the ball just past the defence and, hopefully, into the path of a striker.



Although not OPS2's preferred camera angle, these close-up shots show ISS's improved motion capture still does a good job depicting the beautiful game's less beautiful side...

ISS

Sound

Why we'd buy it: happy medium betv immediacy and depth The swift pace and plentiful moves are

equally well-judged

span Will run and run

Why we'd leave it: ocious commentary and unwieldy animation sell a good game short The woman in the crowd

who occasionally shrieks at attacks is annoying Graphics Detailed, but some erratic animation

Great crowd, dreadful commentary Gameplay Immediate, but with room to grow

for the potentially ace ISS Evolution, but ** a fine game in its own right. ØΕ

28







If you're not too hot aiming with your Dual Shock 2, have a practise on the firing range. Pretty soon you'll be spot on.

The President's been kidnapped. His only hope of rescue? You and your high-velocity shells ...

Publisher: Konami Developer: KCEO Price: £34.99 TBC Players: 1 Out: **E4** November Weh site: www.konami.com

Back story

Converted from Konami's arcade hlt, Silent Scope is the latest in a long line of coin-ops where players use mounted lightgun to pick off on-screen adversaries. It adds a fresh spin to things with the advent of a zoom sniper mode, but the game's biggest challenge has been to adapt the control system for use with a Dual Shock 2 controller.



Simplicity is often all a game needs to succeed. In these days of ten-CD roleplaying efforts and finger twisting football games, every now and then

it cleanses the soul to simply sit back and, well, pop a few heads. As such, Silent Scope is the perfect antidote to a rough day at work. Boss chewed you out? Cap a few terrorists. Girlfriend dumped you? Plug a few more. And this is the true beauty of Silent Scope: It ain't rocket science, but by God it's entertaining - and any game that hands out bonus points for accurate head shots must be onto a winner.

The premise, as with the gameplay, is very simple. Just think of films such as In the Line of Fire and The Day of the Jackal and you're halfway there. You are a SWAT team sniper out to rescue a kidnapped President and his family via some fancy trick shooting. Splayed out on top of a handy vantage point, or picking his way through the undergrowth, your unseen sniper character pans around the screen looking for the conspicuously marked targets. However, while the arcade game that spawned this conversion had the benefit of a bloody great sniper rifle bolted on the front, the PlayStation 2 has to make do with its Dual Shock 2 controller - an adequate, if occasionally slightly erratic, alternative.

With the button depressed, the sight is whipped around the screen via the directional controls on the joypad, offering an overview of the proceedings. All that remains now is to position the sniper cursor over the intended target and release the putton to zoom in for a better view - bam! The (x) button marks the spot. Voila, one dead terrorist, with bonuses awarded for splitting their cranium. Putting the emphasis on skill, it's all done against the clock so the faster you do it, the more points you get.

HARD TARGET

It's tougher than it sounds though. For a start, accurately positioning the cursor is initially rather fiddly and will lead to howls of frustration. When the action is viewed from afar, the sight zips around the screen to emphasise the distance between the sniper and his targets, and real skill is needed to position the cursor so that the enemy is targeted before zooming in. Conversely, the

//Think of films such as In the Line of Fire and The Day of the Jackal and you're there//

close-range cursor moves at an agonisingly slow rate to account for the accuracy the game demands. As such, much of the game is at first spent striking a happy balance between the two, although the game does err on the side of caution and, in the heat of the moment, you'll be grateful when bullets that seem to only graze the target are somewhat generously given as direct hits.

Although getting to grips with the system will take some time, once you've sussed it, Silent Scope's challenging levels open up with a feast of dangerous engagements - and more than a few nods to gung-ho cinema. To track down the President, the First Lady and his daughter, players initially pan over a city location (In the Line of Fire) before taking out a Harrier jet piloted by one of the game's evil villains (True Lies). From here, a road chase to rescue the President's daughter sees the game move to a deserted freeway (RoboCop), then a hostage situation at an NFL football game must be defused (The Last Boy Scout).

Then, as the pace hots up, levels include a hairy chase through a dark forest using infrared goggles to pick out targets (Patriot Games) and a confrontation within a hotel (True Lies again). This use of scene stealing continues when the criminal kingpins appear for a one-to-one face-off at the end of each stage - including homage to the lorry



CREDIT

As a massive juggernaut hurtles towards you, take your time to aim me the driver's head. You won't get many chances, we please get it right the first time.



This guy takes the First Lady hostage, then hides on m roof in full view of heavily armed snipers. Silly man.



Finish off a level boss with a head shot and you'll be rewarded with this horrific skull. Charming.





Though you're a good guy in Silent Scope, the gameplay does have disturbing connotations.



You've got to make vital strategic decisions occasionally – not easy in the heat of combat.

life are earned by spotting bikini-wearing lovelles.

1. Scoping for ladies

Bonus points and an extra

2. Knacker shots
Bored of head shots? Fine, shoot 'em in the plums instead. Juvenile, but fun.



3. Down you go Whenever a target falls off a tall building, take time out to follow 'em down...



4. Running 'em war During the car scene, smirk at the thumps as you drive over a corpse



5. Distant shots
There's nothing more
enjoyable than picking off
a terrorist miles away.

SILENT SCOPE

you do that?

Steve Merrett

that it completely understands its limitations, yet never lets its simplistic nature work against it. To

spice things up a bit, it features a number of

additional diversions during the course of each

level. At several junctures, the player can opt for alternative routes through the game, while alarm and electronic systems can be taken out to confuse the enemy. Similarly, in keeping with its debts to action films, small moments of black humour are prevalent, including in scene where the

player's aim is temporarily rulned when the car

you are in bumps over two recently-offed bodies.

fresh, but ultimately it is the well-judged gameplay

that does all the hard work. For a game with such

a simple core idea, Silent Scope is an extremely taut and enjoyable – and, most of all, fun – effort,

and one which constantly tests the player. Its

gameplay may walver between the occasionally

odds-on that you'll throw down the controller in

annoyance more than once. But expect to return humbly for another crack when you've cooled down – and when was the last time a game made

annoying and the incredibly satisfying, and it's

It is this sort of touch that keeps Silent Scope

Why we'd buy it: - A simple idea built into a slick game - Targeting is well implemented; accurate without being picky - Inventive levels		Why we'd leave it: - Can be incredibly frustrating at times - Occasionally twitchy cameras often working against the player	A welcome respite from heavier P≅2 fare. The gameplay may be of the 'lite' variety, but Silent Scope walks the thin line between frustration and progress with grace.		
Graphics	Varied and w	ell worked	08	7	
Sound	Snippets of speech and gunshots		Ø6 7 C		
Gameplay	Initially tough	, but you'll be back for more	Ø8 4		
Life span	Ideal for quic	k gameplay fixes	07		



Publisher: Konami Developer: KCEO Price: £44.99 Players: 1-5 Out: 24 November Web site: www.konami europe.com

Back story

Konami's first PS2 snowboarding attempt is based on the boarding events only from the annual multi-sport X-Games alternative sports competition. It's but one of Konami's new range of ESPN-branded PS2 sports titles.

Games developers must hate having to recreate snow. Like water (in more ways than one), snow is one of those textures that behaves uniquely when disturbed by foreign objects travelling across it. Trying to capture that effect convincingly in digital form becomes a headache-inducing procedure.

To save you the suspense, ESPN Winter X-Games Snowboarding doesn't quite pull it off (and to be fair to Konami's crew, few games have). The textures your snowboarder slides over may be white, but the similarities don't go much further.

But we are getting ahead of ourselves. As its title suggests, the game is based around the Winter X-Games, the cooler cousin of the annual extreme sports event held in the summer months since the mid-Nineties. All of the game's X-men (and women) have living, breathing equivalents, and everything they use or wear is modelled on real-life products. This is far more than some plodding, fact-heavy advertising opportunity for Burton Snowboards and co., but at the same time, it's also a mountain range away from the brash. colourful, arcade-like nature of EA's SSX, the other current PlayStation 2 snowboarding title, and as such this game's current closest competitor.

In terms of structure, the piste action is divided into an X-Games mode (see The Games), Snowboarder (career) option, single session play and a video vault allowing you to see how it's all supposed to be done. The multiplayer games are only available as single sessions, but at least most of the various Winter X-Games events take an individual run competition structure. Only the nonlicensed choices offer straightforward split-screen racing. Regardless of the game's X-Games tag, the main mode is, in fact, the Snowboarder option.

Thankfully, it's an accomplished affair. However, before you're allowed anywhere near the white stuff you have to make sure you look right for the part. Match the wrong Burton jacket, Billabong pants, Airwalk boots and Oakley goggles and you could pull the sickest 900 Indy over a Grand Canyonesque ridge and no-one would respect you for it. Not ever

//Winter X-Games won't dazzle you with pretty visuals and firework-lined pistes//



Pop into the angular ski centre's lounge to spend your cash on better equipment, or enter events.

THE REAL WINTER

It's not just snowboards, you know. Here are some of the real-life events they left out.

SkiingNot quite as you know it. X-Games skling involves jumping over things, throwing off m few tricks midair, skiing backwards and maybe even going for a plough down a 20-foot half pipe. One of the spectators' favourites

Skiboarding

A strange hybrid sport combining in-line skating and skiing. Now in its third year as an official event. For all those snowboarders who can't keep their balance

Snow Mountain Biking

This takes mountain biking to ■ whole new level. Six bikers descend a snowy and downright dangerous track in a race to the finish line

Oh dear. We know the X-Games is about extreme sport, but this is just ludicrous. A head-tohead race featuring ultrafast snow machines bombing around on a motocross styled course. Tends to end in a massive



The crowd encourages you to go for broke (if you can hear them).



Being reality-based, X-Games won't allow you to pull crazy stunts, but the repertoire is varied.

SZ ÖŞ BO AR QUE

Competition replays allow you to check your rivals' moves.

Assuming you've survived the clothing experience and bypassed the settings screen [stance, front/rear foot angle and binding widths] you're ready to hit the slopes. Rather than offer a choice of singular pistes, the game really tries to convey a sense of being there, which is why you get an entire mountain range worth of them. Once you've selected which skl lift to climb aboard, you'll notice your equipment (other than your carefully assembled ski wear) is stuck at cheapo own-brand supermarket level. Let that worry you not for the time being, and head outside instead to get to grips with how your digital snow surfer handles.

OUT ON THE SLOPES

There's no denying the control system wouldn't benefit from a little more time in the lab. Your boarder has a tendency to stiffen up, with only his legs conveying any sense of movement, and while the dynamics are fairly accomplished, the feeling of surfing down the side of a mountain isn't as comprehensively conveyed as SSX's. It feels a little distant and is just not as intuitive, and hence not as rewarding. Furthermore, it often feels that your character is floating his way to the end of the run, not actually sliding down it.

Still, once you think you've mastered its intricacies, it's time to snowboard your way back to the ski centre and visit the lounge. This is the game's radically angular control centre, where everything and everyone is orange and rather blocky in nature. From here you can purchase better equipment, obtain ski passes, chat to fellow boarders, check up on your current game status, go heli-boarding (to reach inaccessible runs), make your own videos and enter competitions.

03:68 DESTYLE RUN I DE 8615 BIA DIES DE



Naturally, few things in the world – even a virtual one – are free, and you'll need currency to pay for the various services available. This is where competition prize money and video participation fees come in – you'll get paid for doing a well performed trick for the camera.

STANCE-GOOFY SACRAMENTO, CALIFORNIA (SIMS)

Ultimately, Winter X-Games Snowboarding doesn't go out of its way to dazzle you with pretty visuals and firework-lined courses. It's a much more sober — though admittedly very different — experience than its nearest rival. Comparing the two, other than on technical and playability grounds, would be an unfair exercise. Where SSX throws in fantasy-style multistorey levels, this game offers the relative blandness of ■ realistic mountain range. In terms of excitement, it simply can't match EA's effort.

But in terms of structure, Winter X-Games Snowboarding offers an undenlably substantial one-player experience which integrates some rewarding new elements. Add to that the various Winter X-Games events, and the multiplayer elements, and you have an attractive proposition. True, a little more polygon polish and control refinement would have helped it significantly, but even as it stands this provides ably constructed, reliable, playable and surprisingly engaging entertainment.

João Sanches

Presentation is good throughout, but the level of detail, while decent, won't astound.

ESPN WINTER X-GAMES

Realistic snowboarding Why we'd buy it: Wity we'd leave ntrol system could do with novel touches. Won't with offering more levels melt the digital winter proceedings
- Innovative features of responsiveness sports community, but Bland courses ards those prep Choice of equipment Too sedate to look beyond the initially Sluggish loading times bland demeanour Graphics Pretty, though bland and angular Sound Suitable music, but poor SFX Ø6 Gameplay Good, though rough around edges Life span Substantial one-player, plus mult 07



Publisher: Activision Developer: Shade Inc Players: 1 Price: ±38.91 Out: 24 November Web site: www.activision.com

Back story

Miserable git of a sorcerer Orphen gets more than he bargained for when he sets sail in search of some hard cash in one of the first roleplaying games to wave its wand on PS2. Mystery, monsters and mayhem await him amid the perilous confines of Chaos Island. Besides potentially troubling schoolgirl dating games and fetishistic train driving simulations, Japanese gamers love nothing more than a bit of role-

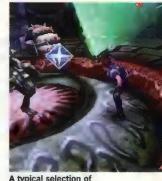
playing action. Consequently, when a new console appears on the market you can guarantee a truck-load of RPGs will be rushed onto the shelves to satisfy this demand.

You can also be sure that the majority of these games will be rather poor efforts that would never make the trip over to the West if the console was a mere six months older and already had a quality selection of RPGs available for it. Of course, PlayStation 2 has only just arrived, Final Fantasy X and Dark Cloud are still enticing shadows looming on the horizon, and that's why a role-playing game as mediocre as Orphen has managed to find a window of opportunity over here.

Billed as an action RPG, the game tries to be more a Legend of Zelda than a Final Fantasy, with the resource management and reams of statistics found in traditional RPGs abandoned in favour of an adventuring, almost Tomb Raider-esque approach. There's far more exploring, platforming and puzzle-solving than is usually associated with

the RPG genre. And while this seems fairly original in theory, in practice the game couldn't be any more formulaic. It doesn't stray one lota from the standard *Dungeons & Dragons* routine, featuring more mythical monsters than you can wave a magic wand at, plus enough spelf-casting to make David Copperfield pulling Claudia Schiffer seem like the work of a talented amateur.

Based on a popular Japanese graphic novel and animation series, *Orphen*'s plot revolves around the eponymous magician travelling the world, getting into trouble and fighting big beastles. The game begins with Orphen and his apprentices Cleo and Magnus setting sall to retrieve the money they're owed by comedy sidekicks Volcan and Dortin. Naturally, events don't go according to plan as two sea monsters – a gigantic spider crab and a flying serpent – attack the boat.



Dungeons Dragonstype beastles are your hapless foes.

//There's more exploring, platforming and puzzle-solving than is usual for an RPG//



Meet the I dim-wit decided to the Stygian that is sland would be the ideal summer



This hard to read is Chaos island to find the her deceased in a first the her deceased in as to which her deceased in as the her deceased in the he



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Fighting the massive boss character requires patience and timing. Hide behind your shield to block his fiery attacks; then, when the homed fool charges at you, see him off with a well-timed sword swipe.



The ensuing battles will provide your first taste of *Orphen*'s best feature – good, old-fashioned scrapping. The battle system combines the RPG genre's hoary old turn-based fights with real-time action. Although not strictly turn-based, battles do tend to take place in sequence, with you giving it some and your enemy retaliating immediately afterwards. However, unlike in most RPGs, your attacks don't have to be pre-programmed, so it's possible to form a battle plan on the spur of the moment and react spontaneously to an enemy's onslaughts – which makes a welcome change to the standard format.

ISLAND OF TEDIUM

Orphen has four strings to his fighting bow – projectile attacks, magic elemental spells, a big sword for close-range forays and a force-field to shield him from enemies. Timing is the most vital skill in *Orphen*'s battles, as you can learn an adversary's attack patterns, decide when a window will allow you to both avoid incoming fire and launch your own attack, then quickly activate the shield to block any retaliation from your opponents (see Eat it, Dice Man).

With said sea monsters dispatched, our heroes find themselves docking at the not-altogether-pleasant sounding Chaos Island. Here, Orphen meets three fellow travellers, Sephy, Mar and Zeus. Each character has their own reason for visiting the Island and, in another nice feature, there are three separate adventures depending on which stranger you choose to accompany (see Holidays From Heill.

All three quests revolve around pieces of the mysterious Crystal Egg that are scattered around Chaos Island, and once the three branches of the story have been completed, you can see the game through to its conclusion in a titanic encounter with the final boss. A welcome flash of inspiration may be apparent in *Orphen's* progression system, but sadly, once you get stuck into the gameplay it's all downhill from there. Chaos Island is made up of different locations, such as tunnels, towers, and tombs, but no matter where you're going or which story branch you're following, the gameplay remains horribly repetitive.

The routine goes something like this. The party enters a new area and you have a battle with about five puny monsters. After this you are forced



The story revolves around the Crystal Egg, which is scattered across the island.



based nature of the scraps, and the fact that you





EAT IT, DICE MAN

can't change your position.

Orphen's Battle Training option prepares you for the rigours of defeating big, ugly monsters before you have to face them in-game. Although most of them are relatively easy III master, if you don't learn this early on you don't stand a chance in a fight. There suvun categories:



Using the sword Like most RPG heroes Orphen has an extremely large sword Indeed, Tap (S) to swipe at enemies, or hold it down to increase the size and range of your weapon.



Projectile attacks The (a) is used for shootem-up antics, where different attacks (fire, ice, wind and electricity) are launched at enemies. Hold to increase the number of projectiles fired.



Co-operative attacks When the co-operative symbol (a green squiggle) appears after a teammate has attacked, you can follow up with your own projectile strike Two for the price of one



The majority of battle sequences have multiple enemies trying to take a bite out of Orphen's spiky head. Use the left analogue stick to select which monster to attack.



Elemental attacks Press (a) to conjure up a magic attack or hold the button to maximise the power. At It's strongest, magic spell will summon a ell-hard, Final Fantasystyle elemental monster



Reflective spells If the magic attack that you've assigned to Orphen [poison, for example] matches that of an assailant, their sorcery can be repelled straight back at them.



Protection Hitting @ activates Orphen's shield. This can be used as often as you like, so after each of your attacks it's wise to operate the shield to block any enemy retaliation.

to negotiate a 'puzzle' section, usually involving jumping up ■ few platforms or dodging some traps that wouldn't trouble Lara for a second. Past this section, Orphen suddenly pauses, warning his comrades, "This looks dangerous, we'd better split up and I'll check out what's ahead." Immediately afterwards he fights some big monster with an obvious attack pattern that can be overcome with ease, then Orphen's pals sheepishly return and the grouchy magician sneers, "Huh! So you finally caught up." Then you simply move begrudgingly towards the next area. Repeat this process until extreme tedium sets in and you have Orphen in one handily summed-up package.

BLAND, BLOCKY, VIRTUALLY EMPTY

Adding insult to injury are the disappointing visuals, which show the same lack of imagination that plagues the gameplay. Predictably, the characters are stock role-playing stereotypes: precocious hero, bossy female, scared kid, mysterious maiden and so on. All sporting the spiky muliet look and wearing colourful, baggy pantaloons. While these usual suspects can be forgiven in a Japanese RPG (due to the strong manga influence that permeates their gaming culture) the backgrounds are another story.

Bland, blocky and virtually empty of detail or weird and wonderful creatures, you'd get a far greater impression of being in a fantasy realm by wandering around your local garden centre than touring Orphen's uninspiring gaming environments. The impressive scenic details from other early PlayStation 2 games (the grass blowing in the wind In Tekken Tag Tournament, or light filtering through trees in the GT3 demo), are conspicuous by their

Considering the potential power of the PS2, It's unforgivable that such little effort has gone into creating Orphen's world. On the plus side, there are some flash lighting and magic effects, but the overall impression is that the game has been

rushed through development without much attention being lavished on such niceties as graphical flourish.

By attempting to be both an RPG and an adventure game at the same time. Orphen falls somewhere between the two and never really convinces as either. Role-players used to such PlayStation 1 classics as FFVII and Xenogears (and even minor gems like Alundra) will find it extremely shallow in comparison - there's a serious lack of imagination and scope in both the gameplay and the story. Meanwhile, adventure flends, used to action-packed greats from Metal Gear Solid to Resident Evil, will soon become bored with the dearth of incident and excitement when walking in Orphen's pointy pixie boots.

There's a massive selection of PS2 Jaunch titles shouting for your attention, and with the likes of Tekken Tag Tournament, SSX and TimeSplitters as competition, Orphen should really be abandoned to the back of the shelf. If you're a rabid RPG fan who simply must own a role-playing game for your new console, then Orphen will provide at least a modicum of entertainment. But for the vast majority of gamers, holding out for Square's twin delights FFX and XI, and Sony's own action RPG, Dark Cloud, would be a far wiser proposition.

Lee Hart



becomes annoying.

ORPHEN: SCION OF SORCERY

Why we'd buy Good, action-packed battle sequences

Gr

Three separate story threads mean hours of gaming for your money

Why we'd leave it: Repetitive gameplay soon becomes tedious Uninvolving plot with irritating dialogue and characters

Barely adequate visuals that are more PSone than PS2 **0**3

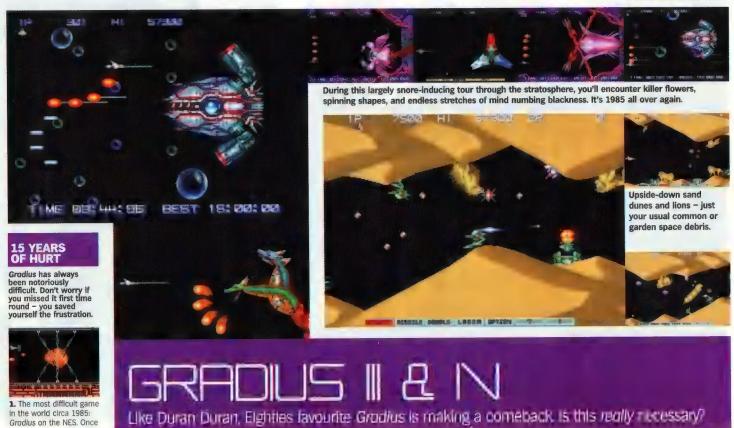
A disappointing action RPG that doesn't have enough to satisfy adventure fans, and is short of the depth that hardcore role-playing gamers dema

raphics	Blocky characters and dull environments	1
ound	Dreadful score, but fx are fairly impressive	T
ameplay	Plenty of wandering around, minimal action	
fe span	Hours of play, only minutes of fun	











2. In 1988 Gradius II appeared - and was it twice as difficult as the original? Damn straight.



3. Gradius III surfaced In 1990, although by now hardcore fans were moaning that it was easy



4. By the time Gradius Galden came out on the PSone, no-one gave much of a toss anymore.



Don't kill this giant slavering squid - it means no harm. It's just reaching out for a cuddle. Honest.

Dragging 2D side-scrolling shoot-'emups kicking and screaming into the 21st Century comes Gradius - or at least, that's the idea. In truth, it's a far

from triumphant return. The reason? It does little but reproduce 16 bit gameplay on a machine that is destined to change the face of videogames forever. Whether you see this as a welcome return to core gaming values, or an agent of The Man shamelessly taking the piss, is up to you.

At least you get two games for your money -1990 golden oldie Gradius III, and a conversion of Konami's 1999 coln-op, Gradius IV. When the series first burst into our homes in the Dark Ages of the NES, it soon captured ■ place in gamers' hearts. It was an arcade blaster that featured the tastiest weapons and the most frenetic shooting action imaginable. The plot was simple. You had to navigate a ship from one side of the galaxy to the other, picking off enemies that come at you in a constant stream. The further you got, the quicker, bigger in number and harder to kill the enemies became. To aid your attack you then had the option to collect every power-up imaginable, although if you took just one hit, that was it game over and back to the start you went, with little more than a spudgun to take out your foe.

It was this difficulty level which caused many a kid to be locked in their bedroom for hours on end trying to discover the Achilles' heel of bosses and sub-bosses. This was no simple shoot-'em-up, It required practice.

LOW GRADE-IUS

Fifteen years on, however, our expectations are somewhat higher. We will all admire the CG movie intro that graces the PS2 edition of Gradius, but to survive on a 128 bit machine, a game has got to do more than just have a pretty opening sequence. The game itself doesn't help matters. The first rule of a successful shoot-'em-up is that there has to be too much going on. It should have you living on the edge, corkscrewing and pirouetting between

enemy craft with a heavy dose of luck, bravado and skill. Success should depend on split-second decisions and real seat of the pants flying, Unfortunately, Gradius III & IV is sadly lacking in the thrill department.

See, 16 bit gameplay is all well and good, but you'd think that PS2 developers would at least correct faults rather than actually add to them. Gradius III & IV features dreadful slow-down that is painfully embarrassing - you'll feel like you are treading treacle when there are too many enemies on-screen. There is also some seriously dodgy collision detection, making for frustratingly difficult gameplay. Less patient gamers wil probably want to break the disc rather than finish it. And when a voice camply croaking out 'destroy them all' is one of the highlights of ■ game, you've really got to start worrving

No matter how weak-kneed previous Gradius games may have got you, on the PS2 this is a tired and sloppy package. Yes, add-on weapons are available, and at times you can get yourself more accessorised than Ivana Trump. But rather than heightening any sense of tangible gameplay, they only serve to slow your progress down even further.

Gradius III & IV is one perverse release. Konami has the entire world salivating over Metal Gear Solid 2, and what game does it release in the meantime? Gradius. Us neither...

Scott Anthony

Dolby Digital 5.1 bleeps and burps

Publisher: Konami Developer: KCET Price: £34.99 Players: 1-2 Out: 24 November Web win www.konamieurope.com

Back story

Gradius made its first appearance back in 1985 when games were games and Mrs Thatcher ruled the universe. Alongside R-Type, it's a series that has earned Its status as a classic sidescrolling shooter. Now it comes to grace the PlayStation 2

GRADIUS III & IV

Sound

Why we'd buy it: pick up and play

- Will no doubt attract lovers of the genre

Garneplay Repetitive side-scrolling action

Few will bother to finish it

Why we'd leave it: ous and overly difficult gameplay You may say the

graphics have retro appeal. Or you might just think they're naff Graphics Doesn't test the PS2, Nice intro, though

03 23 02

Fans of the series will

probably enjoy this, but

it's numerous failings will ensure Gradius III ■ IV is

of minority interest only.

waste of time, really.

VERDI





Publisher: **Electronic Arts** Price: £44.99 **Developer: EA Sports** Players: 1-4 Out: 24 Novemb

Back story

Weh site: www.ea.com

John Madden, Super Bowlwinning coach and Emmy award-winning broadcaster, has been very much a part of gaming for the past ten ars. The first EA John Madden game emerged on the Sega MegaDrive way back in 1990, and they've been coming out every year since. This franchise hit the PSone In 1996, and has continued to get steadily better with the release of six games on the system before finally coming into its element on PlayStation 2.

Madden NFL 2001 isn't just a game, it's a whole TV station. At last EA Sports has got the processing power to transform its longest running franchise

from 32 bit obscurity into the most dazzling sporting spectacle on the PS2. Even if the ball is the wrong shape.

An intro sequence featuring real-life gridiron footage, and an alarmingly mop-topped John Madden, kick-starts the game. From here on in, you'd be forgiven for mistaking it for the real thing, so spot-on are its ground-breaking graphics. Left alone, Modden will automatically go into demo mode, in which an entire game will be played out before your eyes. EA Sports has used a process called 'Cyberscan' to get the real player's faces onto the detailed polygon frames (perhaps lost on a UK audience, but clever). The result is some very fine detail, looking suitably menacing in close up. You may be tempted to crack open some booze and just watch the thing - at least until the call to participate becomes too deafening.

And indeed, winningly, the game is easy to get into, even if you have no prior knowledge of the sport. There are plenty of options to mess about with on the title screen, but choosing the 'Quick Start' option will plonk you straight into the thick of things, and coax you through all those complicated plays and formations. Don't worry -

before long you'll be navigating your way through numerous flip-charts, and barking orders at your offensive line like a seasoned pro.

Our own beautiful game has yet to fully flourish on PS2. Time to look across the Atlantic for our kicks...

The main problem with American football games of the past has been that they were more engrossing when you're attacking than when defending, Mercifully, Madden NFL 2001 keeps a quick pace throughout by allowing you control over the action at all times. The process of having to wait for the CPU to ponder and select its own plays has also been eliminated. Even if you do get bored waiting for the opposition to snap the ball, you can always admire the surroundings. Dotted along the in-game sidelines are whooping players, scowling coaches and sissy-looking linesmen.

GRAPHICAL DEFENSE

The general attention to detail is immense, but some of the old pitfalls of the genre still come back to haunt it - even on the most powerful console on the planet. Polished as it is, the animation will let its guard slip at times. It results in some of the players adopting robot-like, jerky movements - we thought this was an American football game, not a Kraftwerk concert. Also, there is still an annoying delay between when you pass or run the ball into the end zone and the player celebrating the touchdown. You would think one fluid motion could have been obtainable by now.

//As a spectator sport, American football can be very boring. This game isn't//

These are minor gripes, though, and will in no way hamper your long-term enjoyment of the game.

EA Sports has added plenty of new moves to the PS2 version. The diagrams clearly define the fine choreography of the play, but you can always 'ask the coach' if you need further assistance. Choose this option and an advisory voice will tell you which play might best sult the circumstances, although the final call is always up to you. Even if you forget where your Running Backs and Wide Receivers are heading, holding down the button will result in the chosen play being superimposed on the pitch, so that you can see which button you need to press to throw the ball to the relevant receiver. As your ability and confidence grows, you can start to experiment with some of the more complicated plays. Some of these look more like subway graffiti than a sports manoeuvre, but you really feel a buzz when you try one out and end up scoring.

As well as earning points when you score a touchdown or score a field goal, you'll be rewarded

OPS2'S NOT EXACTLY FOOLPROOF GUIDE TO NICKING AN EASY TOUCHDOWN



Step 1: Select the running back

The easiest way to score is to throw the ball to the runner and let him do all the hard work. So select the running back.



Step 2: Choose im right play The default play on the left is the most

effective, whereby the runner cuts through the pack. Job done.



Step 3: In practice.

When you snap the ball, you will automatically lay it off to your runner. Now you'll take control of him.

Step 4: Run! Run for your life! The defence should split like a biblical sea, allowing your runner to dash straight through and on to glory. Maybe.

Step 5 If in first you don't succeed. On second thoughts, this play is better for getting first downs, so just keep repeating it until you get into the end zone. Sorry.



MADDEN MANIA

The series has been going since 1990 when it first appeared on the MegaDrive, Got 'em all?

John Madden Football (1990) John Madden '92 (1991) John Madden '93 (1992) Madden '94 (1993) Madden '95 (1994) Madden '96 (1995) Madden '97 (1996) Madden '98 (1997) Madden NFL '99 (1998) Madden NFL 2000 (1999) with crowd-pleasing slow-motion replays which show the scoring drive in bone-crunching close-up. Speaking of bone crunching there are some nasty injuries in this game. Not exactly of the 'Luc Nillis' leg-snapping variety, but bad enough to make you thankful you're only controlling them from the relative safety of your armchair.

Apart from fabulous authenticity on the field, Madden NFL 2001 is also rammed with modes to ensure you'll be playing for months. As well as Practice and Season, in which you get to take one of the 38 NFL teams through a gruelling schedule and right up to the Superbowl, there is the brandnew Franchise mode.

This more executive role actually allows you to take charge of a club, sign new players and even appoint your own no-nonsense, gum-chomping manager. Of course, if you can't be arsed to try and improve the fortunes of the existing clubs, you can make your own from scratch. Everything from individual players to stadia can be created. Why can't we have this option in a game like ISS?

As a spectator sport, American football is very stop-start and mundane at times. This game isn't. Until the likes of ISS and EA's own FIFA 2001 get up to match fitness, this is the best PS2 sports title bar none. It's only when you start playing it that you realise it earns this accolade on pure merit, and not by default.

Ryan Butt



AL first you might find the rules a little complicated. Don't worry, the players often do too...



Madden trading cards are awarded when you complete certain in-game tasks, and can be swapped with friends.

MADDEN NFL 2001

Why we'd buy it:
- Extremely thorough sports simulation - Oc - Great management facility with new Franchise

mode adds depth

Why we'd leave it:
- If we hated the sport
- Occasionally the
animation falters

Easily the best sports sim so far on PlayStation 2. Packed with options, pumped-up with addictive gameplay and draped in outstanding visuals. This game demands respect.

Graphics Super-smooth and lush presentation 29
Sound Crap raps, but brilliant commentary 29
Gameplay Highly addictive, and rewarding to learn 29
Life span The amount in here should stretch for months 29



PJZ VERDICT



Publisher: SCEE Developer: SCEI Price: £39.99 Players: 1-2 Out: 14 November Web site: www.playstationeurope.com

Back story

It has been said that Fantovision started life as a particle effect demo. Modest beginnings for a game that has quietly made its way into Sony's launch list without hype or bluster, but with an increasing army of impressed fans. You know that kind of insanely happy Californian voice that coats your ears with forced sincerity like so much golden syrup? The melodiously up-beat

tones of someone so unnervingly cheerful that you can hear their teeth? Well, she narrates Fantavision, and it's testament to the charms of this beautiful and addictive little firecracker of a puzzle game that even her cloyingly joy-joy tones cannot dent its appeal.

Let's not mince words here. Fantavision is cute. In fact it doesn't so much play the 'cute' card as throw the whole pack at us. With an intro and inter-level movies showing the kind of perfect US nuclear unit that makes most of our own stunted family trees look ready for felling, and a pastel rich, round-cornered smorgasbord of Fifties styling, you would be forgiven for thinking that you've just loaded the worst kind of 'family' game – 'family' being a euphemism for 'bland'. Big mistake,

because if you have a weakness for puzzlers Fantavision is the multicoloured equivalent of crack cocaine. Your 'just one more go' gland will be horribly over stimulated, and your dreams will be filled with the most colourful explosions.

As with all the best puzzle games, the concept is extremely simple. You have to link together chains of ascending fireworks and detonate them to create crowd pleasing displays. Allow your rockets to fizzle out without triggering them and an energy/popularity bar will reduce by degrees. If the bar disappears, your game and the display is over. Keep popping the rockets with a minimum of wastage for the display's allotted time and you'll

// Your dreams will be filled with the most colourful explosions//

get to move on to the next location. That is the basic idea. Of course playing it is not that simple. Not anywhere near.

Rockets or shells come in three colours – red, blue and green – and to detonate the simplest combination you need to link at least three of a single shade. This linking of flares is called a 'daisy'. As the screen fills with multicoloured shells you'll find that to avoid a rapidly shrinking energy bar you need to combine daisies. But wait – to do this and rack up the points you need rainbow rockets. These winking wonders act like wild cards, enabling you to detonate various different colours in the same string. When you consider that a 'four daisy' combination will involve linking at least 15 rockets before any one of them splutters out, and thus breaking the whole chain, it's plain to see how hard 'simple' can become.

Bonuses arrive with high-scoring combos, and will either boost your energy bar or help you spell

Ooh and, quite literally, aah... The bigger the chain, the more impressive the display.

Fantavision is made by the heads behind cult PSone platformer, Ape Escape. Buy it now!



Despite those rockets raining up rather than down, it's like Missile Command never left...

out the word 'STARMINE' at the bottom of the screen. Once lit, you'll enter a mini-game where large numbers of single coloured shells will fill your view. Detonate as many as you can and you'll return to the main game healthier and wealthier.

Although colour coded, this 'linking elements' business will be familiar to puzzle gamers the world over. Where Fantavision really breaks new ground is the area where so many puzzle games fall flat - graphics and style. Play it for a while and you'll become aware that this is achieved at two distinct levels. While you are immersed mid-game, it's a classically abstract puzzle experience. All you're likely to see are these clusters of drifting lights that you need to make sense of with splitsecond timing. Take a step back, though, and it's just gorgeous to look at. Whether you're watching someone else play (entertaining in itself) or soaring around your own pyrotechnic handywork in the thorough, feature packed Replay mode, you can't help but feel ooohs and aaahs form on your lips.

TRIUMPH OF STYLE AND CONTENT

Graphically, Sony has skillfully tapped into mittenwearing, frosty-breathed child in all of us, offering cascading blooms of light that are a joy to watch. The environments, too, are an expansive, detailed mixture of cityscapes and gravity defying, outer space vistas. For once, it seems, we have a triumph of style and content.

Of course, in any display there are going to be a couple of damp squibs, and Fantavision is no exception. The first is the decision not to allow you to save the game and resume from your best position. Complete a level and you can save it to memory card, but this only allows you to access it in replay. Although this cranks up the desire to keep on playing, it does mean that completing the game needs a sizeable chunk of uninterrupted free time. An annoying but understandable move

LET'S SEE THAT AGAIN

Fontovision's Replay mode offers man options than a crate of instant hot chocolate, from cameras to weather conditions. Here are we favourites:



1. Camera 2 Swoop right through the centre of the exploding fireworks without singeing a hair



2. Camera 7 over your display, shortly before plunging into it. Breathtaking.



3. Psychedelic It's like the angels are singing with light, man.



4. Weather Not atmospheric enough for you? How about a gentle dusting of snow or some driving November rain (even in space)?



5. Overlap Distant explosions produce soft focus echoes that creep over the screen. Far out.

when you consider the other potential downside -

FANTAVISION

anywhere near perfect.

Why we'd buy it:

Addictive to play Refreshingly innovative

A great idea executed in

considerable style

Why we'd leave it: Lack of mid-game save option grates It could do with more

levels. Why limit the fun?

Thanks to its modest size, Fontovision isn't quite a must-own game. Even so, you really should consider it – just for its original concept and playability.

Graphics	You've never see anything like this before	Ø 8
Sound	Laid back tunes and evocative whizz-bang FX	07
Gameplay	Simple, but gets under your skin in no time	28
Life span	No lasting challenge to serious gamers	05

The STARMINE mini-game is but ■ click away...

at only eight levels (16 if you play on 'hard'), the

game isn't exactly long. Visually lush and highly

playable though Fantavision undoubtedly is, it isn't

Sony's inclusion of a two-player mode (see

shortfalls to a certain extent, and in a sense the

random beauty of the game will encourage replay.

But it's a shame that with just a few more levels,

and an acknowledgement that not everyone has

spare, this gem would've be hard to fault. As it is,

hours and hours of seam-free gaming time to

Fantavision is addictive, innovative and very playable. More than that, it's a game that suggests

the Emotion Engine will be more than a buzz

phrase and live up to its name.

Paul Fitzpatrick

Play You, Play Me) negates some of these







Eight months on from its Jap release, Fantavision now has a two-player mode for its Euro outing.



ESHIV NTERNATIONAL TRACK & FIELD

Now here's a game that's going to make you sweat. We give you Konami's next generation endurance package

Publisher: Konami Europe Developer: KCEO Players: 1-4 Out: 24 November Web site: www.konamieurope.com

Back story

ESPN International Track & Field is not so much your standard sequel, more a continuation of Konami's stylish sports series. This PlayStation 2 version contains real-life athletes for the first time, as well as the official 'ESPN' cable TV endorsement. But what of the gameplay?



Thank God for the Olympics. Without them, our summer would have been an absolute sporting disaster. After the predictably abysmal performances in

Euro 2000 and at Wimbledon, it was only our athletes' welcome medal success in Sydney that provided any sort of umbrella against the torrential downpour on British sport. It's nice, then, to get the chance to try and emulate Denise and company's recent triumphs in Konami's ESPN International Track & Field. Featuring ten different events, it promises to give your fingers the biggest work-out since, well, the last time you played Track & Field. Let the games commence...

First things first: ESPN International Track & Field is nothing particularly new or exciting. The exceptional graphics mask gameplay that is as old and as worn as the joysticks we used to chuck out

for the binmen after a particularly gruelling night on *Daley Thompson's Decathion* (the grandfather of button-bashing sports games). The problem is, this mask soon melts under the Intense heat your punished body generates whilst playing this game, and precious little else is left to savour.

ESPN IT&F, as it's known to its friends, is built up of ten events, from the standard 100m, long jump and javelin to the slightly off-beat horizontal bar and rhythmic gymnastics. These are split into two modes of play. You can either try an event on

//Lavish graphics are carried like a baton, with intricate attention to detail//



MULTITAP















timing right when trying to jump the hurdles will cause a few problems.

its own in the Trial mode, allowing you plenty of time to practise, or play them out in one long sequence in the Championship mode. To win this, you will need to be skilled in several of the events, because your overall points tally is totted up to give you one big final score.

Mastering events means winning gold, silver or bronze medals, while being exceptionally skilled results in the ultimate satisfaction of breaking world records. The game keeps track of your overall medal haul, and the more you get, the more secrets you unlock. These include interview movies with the game's four motion capture stars (including world 100m record holder Maurice Greene), a bonus track in the rhythmic gymnastics section and 'funny sounds', which allows you to change the in-game sound effects to such hoots as 'robot', 'animal' and 'cartoon'.

The game opens with a sensational sequence, clearly demonstrating the punch that the PS2 packs when it comes to eye-opening visuals. This up-tempo montage depicts all the events included but, just like the game, it's all over too quickly. Your enjoyment could be soured as soon as the intro

RECORD BREAKERS

After several hours Arter several nours of play we got pretty nimble with our button bashing. Below are the OPS2 records for ESPN International Track III Field. Can you beat 'em?

100m Dash - 9.64 mins 110m Hurdles - 13.08 Long Jump – 8.63m Pole Vault – 5.96m Javelin – 102.55m 100m Freestyle -51.19 mins Weight Lifting – 265kg Horizontal Bar – 9.84pts Trap Shooting – 428pts Rhythmic Gymnastics -10:00pts



sequence kicks-off though, as the visuals are accompanied by a painfully bland soft rock track imagine the sort of demi-waved FM tripe that David Hasselhoff somehow flogs. The lavish graphics are carried like a baton throughout the game, with each new event impressing with its intricate attention to detail, illustrated by warmups, costume changes and determined scowls etched onto the faces of the athletes.

RHYTHMIC GYMNASTICS: A MUST

Sadly, the control system ensures that the gameplay hasn't progressed much further than the Daley Thompson's Decathlon/Hyper Sports glory days of the ZX Spectrum home computer. Yes, it looks amazing, we're not disputing that, but do you seriously expect us to believe that no style apart from mindless button bashing will lend itself to this genre?

Konami has had a stab at refreshing the feel of the game, by borrowing some of the more outlandish styles from its back catalogue. Take, for example, the rhythmic gymnastics event. The very fact that It's here is perhaps worthy of question, but Konami has more than justified this by making it one of the game's few real highlights. Dressed in a shockingly loud leotard, your nimble dancer will twirl a ribbon in time to three different musical pieces - four if you manage to unlock the hidden 'expert' track. As the music thumps, you have to \rightarrow press directions on the Joypad when prompted,



Before each event, the athletes go through their warm-ups and waving to the crowd routines...





See the determination etched onto the faces of the competitors as they begin their events.





Winning a gold means getting mobbed by photographers at the finish, and then weeping like a baby on the podium



The rhythmic gymnastics event requires you to hit the directional buttons in time with the music, just like Beatmania...

Just like in Konami's PSone Bernani music games, Beatmania, Guitar Freaks and Dancing Stage. For extra authenticity, you can even use the Dancing Stage mat to jiggle about on.

RAPID BUTTON BASHING

With such a vast sporting palette to choose from, we were baffled as to why Konami choose to include such interesting new events as the horizontal bars, and then spolled the whole thing by providing a cold and uninspired control system. Horlzontal bars, to us, means combos, individuality and creativeness. It doesn't mean watching an onscreen robot go through the motions, and then wincing as the action crudely halts, at which point you're prompted to input a few tedious directional sequences. Why not get a bit of Tekken going on there? Something whereby you learn new and advanced combo moves through relentless practice, then experience the maximum high when you work it into your pattern.

This just doesn't happen in ESPN IT&F, and you will resent it for not rewarding your actions with more of a sense of accomplishment. The only real skill needed in this game, as has been the case with many generations of Olympic-style games, is the ability to rapid press buttons. Oh, and to hit the action button at exactly the right time. Hardly a fine art, because anyone can do that with practice. It's gameplay with nostalgla value, but little else.

International Track & Field is a fabulous sports game that has been mercilessly cut-down in its prime. Just as you're getting warmed-up, the pool of events evaporates and you're left with little else to do apart from break the world records. Graphically, it's out of this world, with fantastic

animation, convincing crowds and sumptuous presentation. Unfortunately, apart from playing against a bunch of mates via a MultiTap (and though that's fun, it's never going to beat football sims or racing games as post-pub entertainment) there's nothing much here to keep you coming back. We took gold on every event, and smashed a few world records after only two hours play, and no great rewards or extra bonus events were forthcoming for our triumphs. The more unusual additions such as rhythmic gymnastics and the excellent trap shooting make the game initially enticing, but when the crowd applause stops, so does your interest.

With more events and perhaps additional training elements and sub-games, this may well have become an extremely worthy purchase. As it stands, however, we can only really recommend the game to the most diehard sports fanatics. And judging by the, shall we say, 'limited' success of the last International Track & Field game on PSone, there aren't many of those around.

Ryan Butt

ESPN INT TRACK & FIELD

Why we'd buy it: - The graphics are well worth a standing ovation

Getting three others to take part in some of the simultaneous events is

the dark ages Why have a next-generation machine with 'Game and Watch'-style controls?

Why we'd leave it:

dividyo cirtoi	Comming .	
Graphics	Some of the best we've seen	
Sound	Varies from gut-wrenching to foot-tapping	
Gameplay	Precious little to stimulate the grey matter	
Life span	Five hours and you'll be spent	

but what we get is a polished package devoid of any meaty substance. 97 25

A disappointment. The capabilities of the PS2

called for something

bigger and more original



MOTION SICKNESS

The acting doesn't get better just because the game is on a next-gen console. These cheesy quotes are straight from the mouths of the real athletes who were used for motion capturin

LARRY WADE 110M HURDLES



'If you play against my character... you'll lose

ATO BOLDEN



'My motivation hasn't been what it should be..."

JEFF HARTWIG



feel like I'm superhero, sort of..."



"I'm mentally strong in the head."



Shooting is hardly ■ spectator sport, but it's certainly easy un the eye in this game.





Cars range from souped-up Baja bug Beetles.



...to these bizarre, custom-built monstrosities.



Only five tracks, plus the various stunt courses. but Wild Wild Racing manages to cram in a wide variety of terrain nevertheless.



nt to feel the wind in your hair? How about mud, snow, rain and grave?

Publisher: Rage Developer: Rage Price: £44.99 Players: 1-2 Out: 24 November Web site: www.rage.co.uk

Back story

Wild Wild Racing is Rage's first outing on the mighty PlayStation 2, following In the footsteps of their similarly themed PC game Offroad. Offering a fast and furious ride around treacherous tracks, and a crazy Stunt mode, WWR is a choice for the hardcore driving gamers among us.

Life can be hard. Oh, sometimes it's a breeze: the sun is shining, you've got a beautiful laydee on your arm... But getting the good things in life can be a right effort, and one rarely matched by the reward.

There are times when Wild Wild Racing's like that. As you negotiate its twisting off-road tracks in your mud-caked power buggy, you'll often wonder if the odds aren't stacked in an ugly tower against vou. It would be an understandable reaction, but an unfair one. Persevere, you see, and you'll be rewarded by some very satisfying racing. It's like a runner, crashing through the pain barrier.

Stripped of story line or fancy dressing, much as its tube-frame buggies are stripped for speed, WWR saves its depth for the most committed players. Hints of this first become clear when you see the complex web of interconnected game modes it offers. The ultimate aim is to claim victory in them all, but it's impossible to get far in one without dipping into the others. Sure, some tracks are unlocked in the Championship mode, but you won't be able to access later ones without upgrades which are won in Time Attack, or new cars which are obtained in the Challenge mode that could be a full game in its own right.

But we're missing a vital component here. What of the tracks? Well, WWR has five in total, with only three (America, India, iceland) available at start of play - Mexico and Australia are won later. That may not sound like much, but what they lack in number they make up for in complexity and length. Each course is an undulating epic, with unpredictable surfaces and - depending on the country - very inclement weather. As you progress through the game a number of hitherto blocked

//WWR saves its depth for the most committed of players//

sub-routes are opened on each course. Some of these sneaky short cuts are easy, others hard, but all alter the dynamics of the race; and with up to nine per track, variety won't be a problem.

Keeping on them, however, could be. The physics engine Rage has used is, depending on your mood, either extremely advanced or plain unforgiving. The nine cars, from the no-frills Typhoon to the very desirable Wild Wolf, react to every bump and surface change with a realism that can at times border on the joyless. On WWR's more winding inclines (especially in mapless twoplayer mode, where pop-up will insist on rearing its foggy head), reading the track at anything above race-losing pace can be diabolical.

It's a game that some will love and others will hate in equal measure. For those with the skill and dedication enough to get to grips with its handling, cars and tracks, Wild Wild Racing should prove a fine purchase. It will reward your time with a satisfying challenge and impress visually with atmospheric lighting and detailing throughout. But the fact remains that for off-road action, WWR's main competition is likely to be Rockstar's fine Smuggler's Run - a more instantly accessible and far more enjoyable driving experience. Ultimately, if arcade fun is more your thing, go for the 'Run, but if you like to play harder, PS2 has no substitute yet for Wild Wild Racing. - Paul Fitzpatrick

WILD WILD RACING

Why we'd buy it:

 Very satisfying to play

you put the effort in Inventive and fun Challenge mode Massives course with good design

Why we'd leave it: - Perspective and handling can be discouraging

- Pop-up in two-player mode? What, in this day and age?

WWR is a fine, if not immediately accessible off-roader. Give it time, and you're highly unlikely

Graphics Detailed and fast but not ground-breaking Sound Atmospheric enough Gameplay Unforgiving physics do take their toll Life span Linked game modes are a bonus



26

05

07



Get lots of land, but not enough water, and an earthquake will rock your world (left).



One of the cuter bosses. He freezes your water in nne spot; when it melts, it'll spill everywhere



More bombs than Whitechapel in the Blitz.





Publisher: SCI Developer: Zed Two Price: £24.99 Plavers: 1-4 Out: 24 November Web site:

www.sci.co.uk

Back story
The original Wetrix was first seen on the N64, PC and Dreamcast, before making a sidestep onto Game Boy Color. Those who may have chanced by this title before will remember how totally addictive the gameplay can be, but could be forgiven for wondering what could possibly have been added to the PlayStation 2 version.

Every games platform needs its puzzlers, and PlayStation 2 is no exception. Lucky, then, that there are two being released to coincide with the

launch of the machine. Bust-A-Move 4 (not exactly a new concept to PlayStation, and reviewed next issue) and Aqua Aqua: Wetrix 2.0.

witerworld that won't be a bit I was built

For the Wetrix series' debut on PS2, developer Zed Two has introduced a story about the birth of a new world on which you have to create an even balance of land and water. Too much water and you get floods, too much land and earthquakes rip the place apart.

By way of directing and positioning Tetrisesque building blocks that fall from the heavens, you have to build up a series of walls and hills, creating lakes to hold the water which drops in the form of blue balls. The more lakes you create, the higher your score. Tactically, it's best to have several deep lakes, plus one large one to evaporate the water from. But it's not all lakes - if you don't retain enough dry land, water leaks off the edge and fills up the drain at the side of the screen, drowning your little Aqua character contained within.

Aguas for 'water spirits') are little chaps who look like a cross between Teletubbies and Snorks. They run around your land and serve no purpose, except to look cute and utter strange comments. The story goes that the Aquas are competing for ownership of the world with four God-like boss characters, who try their hardest to destroy your lake-making attempts in Story Puzzle mode. If you just want to play a game without threat of a boss, go into Quick Puzzle mode and keep going until

you (or, rather, your test tube-trapped Aqua) dies. You'll find the compulsion to better your last score is overwhelming, and once achieved very satisfying.

As well as the bosses cropping up to make life difficult, various objects fall from the sky that can either hamper or aid your objective. Ice cubes fall each time you move up a level, freezing the largest body of water, while bombs drop randomly. Use them to blow up excess land.

If you get bored playing by yourself, rope in a friend for some two-player action. It works on much the same principle as the one-player game, but relies more on the bingo card system (see What Does It All Mean?). This option, and the beautifully rendered land and water effects, make Aqua Aqua a worthy first PS2 puzzler - and well worth your time and cash. It's so addictive it almost demands its own support helpline, and at such a low launch price, how can you resist? Water, water, everywhere...

Louise Wells

AQUA AQUA: WETRIX 2.0

Winy we'd buy it: - The addictive gam

- The land is beautifully rendered
- Water effects are great The little Aquas are pretty cute

Why we'd leave it: - The seemingly

- unobtainable points needed to stop a boss
- The hours it takes out of vour day

Graphics A great 3D playing area The Japanese-style voices add much kitsch 07 ØA Gameplay Tough to get into, but great when mas 07 Life span Will last for ages when you first buy it

A great first puzzle game for PS2, and at a tempting price. A vast improvement on previous incarnations, but the concept could be







Not sure how we got into this predicament, but it had little to do with skill.



Check out that salmon-leaping yellow cab! (You can tell these guys also did Smuggier's Run.)

SING HOSANNA!

Midnight Club developers Angel Studios is rewarding brand loyalty, bless 'em.

Proud owners of Midnight

other Angel Studios game

pleased to know that the

incorporated a fairly tasty

vehicle crossover option.

Choose to load data from your Memory Card while

playing Midnight Club

load that game's off-

and, if you've saves from

Smuggler's Run, you can

roaders into NY or London and tear around the city

in them. Sadly this is a one way deal – but then

you wouldn't really want

snazzy, ass scrapin'

to go mud pluggin' in your

lowrider, now would you?

Smuaaler's Run, will be

development team has

Club and this month's

VELCOME TO NOO YOIK!

New to the Big Apple Want to take in the



Garden, I and I of the any poor children venue In Hunght Club, Tu can Town In one door out in other iii

he a fully aircraft o sense of self





Located at ... to ling you whe can for around million in 1855-1890. Hummu can Mara III first, entative u.u. By car



I this rerminus, in the for milito

Publisher: Rockstar Developer: Angel Studios Price: £39.99 Players: 1-2 Out: 24 November Web site: www.rockstargames.

Back story

com

racing game set on the post-bedtime streets of New York and London Your Johto take on assorted drivers from the titular street racing society in a series of highly illegal thrashes. At stake respect, and maybe some upgraded wheels

It may be 'just one of those things,' but that doesn't make it any less true: when a new game contains big chunks from a selection of previous hits, the

Fed up with contraflows, Sunday drivers and The Highway Code? Join the Club.

warning bells start to ring, Rockstar's Midnight Club is like that. Part Driver, part Ridge Racer, you begin to wonder where the extra spark a great game needs is going to come from. It certainly Isn't obvious from first acquaintance.

Y'see, this comes across from the start as . game with little depth - Just a pure arcade thriller. The central concept couldn't be simpler. Urban thrill junkies have made the witching hour streets their own, Illegally racing each other at breakneck speeds in all manner of tweaked vehicles. At stake is the respect of their opponents, and frequently their rides as well. Think of a dive bar blind date between Midnight GT and Bullitt and you're there.

It's stylishly presented though. Midnight Club's nifty menu gives you both a dip-in Arcade section, with Head 2 Head, Waypoint, Capture the Flag and Driveresque Cruise modes, and a meatier Career mode, which is where the real deal begins.

You start the game as a regular Joe cruising the Big Apple on the look out for illegal racers. Find one, tail him/her and you'll be challenged to a cross city race. Win, and you get his mobile number. At this stage you can either race him again for his car or look for another club member. To fill your garage and gain kudos you must beat the lot, at any cost. And, more or less, that's it.

The cities available (New York and, later, London) are huge, glossy caricatures of the real things, and any route that sees you over to the

finish first is the right one. Pile-ups take on highly strategic value as you can block your opponent's best route, while numerous hidden short cuts mean the difference between victory and coming second to a wideboy called Darren Thurrock.

But for all its atmosphere, Midnight Club is unashamedly arcade simple in concept. The game's strength is that it's breathtakingly fast, with some fantastic vehicles to be unlocked. Curiously, though, it's in this welding together of arcade sensibilities and gritty premise that ■ fly appears in the Turtle Wax.

You see, for a game about illegal racing through rubbish-blown city streets, Midnight Club looks just too polished for its own good. Imagine racing through a Ridge Racer-fled Deptford, replete with blushing dawn and slick reflection mapping. Desirable it may be, but realistic it ain't. The cars also handle with a disappointing lightness - a shame, since the designers have gone to Impressive lengths to show the cumulative effects of abusing Newton's laws on your chosen vehicle.

The sad truth of it is that Midnight Club is gridlocked by trying to be two different games at once. Its Driver-style grim 'n' gritty environment isn't quite gritty enough, failing to square with the controls' arcade lightness of touch. The result, although fun, fails to engage the higher gears of player interest.

Paul Fitzpatrick

MIDNIGHT CLUB

Graphics Nice details, but clu

Why we'd buy it:

- Plenty of short cuts
- Impressive speed

Sound

Gameplay

Why we'd leave it: Insubstantial handling

- Lack of real longevity
- Tired game play

be blown away by slick graphics and speed, Midnight Club feels dated. Not awful, but the PS2 can do much better.

Although it's tempting to

Okay as a two-player, but still limited	04	
Not without challenges, but nothing new	04	
Good techno soundtrack; effective SFX	06	
Nice details, but clunky building designs	25	





You can look at the map or, for the lazier of us, follow the wruw. Midnight Club is a pure arcade chase game, and proud of it.

S one TM







Skeletal bad guys and big, trap-filled rooms: scary to you and me, cosily familiar to Lara.

TOMB RAIDER: CHRONICLES

Lara's last outing on PSone paves the way for her next generation adventures.

Publisher: Eidos Developer: Core Design Price: £29.99 Players: 1 Out: December

PSONE TAIDER: CHRONICLES

Graphics
Rome's temples
glisten beautifully
Sound
She grunts, and yes,
she groans
Gameplay
Refined above and
beyond all others

Life span
Secrets add to the replayability

It's tricky to keep ideas fresh after five outings, but new development blood has kept Tomb Raider at the top.

X

If it's Christmas then it's time for Lara to put in an appearance – and lo and behold, here she waddles, rising like lazurus from the pyramidal rubble,

done up to the nines in latex and Lycra with a few new gymnastic moves and a precious artefact or two to dig up... Guess we'd better get ready for another Yuletide spent switch pulling, puzzle solving and endangered species shooting. Except, by complete surprise, *Tomb Raider: Chronicles* is actually far from the seasonal cash in that we expected. As it turns out, it's a genuinely exciting game, well worth shelling out your pre-Christmas moollah and depriving great Aunty Lil of her annual crate of Just Brazils.

Rather than opt for the full scale dirt digging pseudo-occult adventure, Chronicles is a collection of four adventures set prior to her 'death' in The Last Revelation, showing off the best that

//The final part, as Lara sneaks around the HQ of Von Croy, is probably the best TR level ever//

videogaming's favourite female icon has to offer. Kicking off the precedings is a temple-raiding run around Rome, in which our Lara shows off her new tightrope walking skills (superbly animated, by the way) then bumps into old cronles Larson and Pierre before doing battle with a laser-shooting God stuck inside a Roman helmet. Yes, really...

From the opening sequences you can see where Core's taken the series. The unwieldy levels of the last two *Tomb Raiders* have been shrunk down into something more like the original game. So while it makes the adventure shorter (but only



Shades of Total Recall as Lara legs it through IIII
X-ray body scanner. Lovely vertebrae she has too.

slightly) it also means the gameplay's tightened up, and you actually have a much better idea of what you're supposed to be up to.

This applies throughout the levels, and is the crux of what makes TR:C the best of the series. Whether it's the trawl round the bowels of a Russian sub or a romp across a craggy Irish rock as a sweet 16-year-old, the game never fails to hold your attention. The final level, in which Lara sneaks round the HQ of TR4 foe (and man responsible for her 'death') Von Croy is probably the best Tomb Raider level ever. Think of Metal Gear Solid meets The Matrix, with a rubber suited Lara sneaking around chloroforming laser wielding enemies and you'll get the picture. Tension and action in perfect game balance.

This is the last of Lara for PSone. Next year it'll be *Tomb Raider: Next Gen* (see page 47) but in the meantime, enjoy *TR:C* – Core's done it again. And, of course, she isn't *actually* dead...

Dan Mayers



MEDAL OF HONOUR 2

Gun? Bullets? World War II? Time to head Underground...



Ahhh, the joy of putting a pellet in those tin pot helmets so beloved of the Third Reich. *Medal of Honour* was one of the few first-person shooters on



"Left at the Dog and Lamppost, carry on past the WC..." MoH2's citizens are ever so helpful.

Publisher: EA Developer: Dreamworks Price: £29.99 Players: 1-2 Out: 1 December

PSone M

Deeply atmospheric, Underground could be described as merely a mission pack, but it's just me exciting and immersive to play as the first game and should be described me a grande victoire.



VERDICT

NCREDIBLE CRISIS

Prepare for Japanese strangeness of the highest order.



Incredible Crisis revolves around a Japanese business man, Taneo, and his family. They're about to have the worst day of their lives. Things start off

normally enough with an office party, in which you have to press buttons to make Taneo jive with colleagues, *PaRappa*-style. Soon things start to go wrong, and the relentless series of sub-games that make up this extremely odd affair begin with you running down a corridor with a giant stone ball bearing down on you. Before long you'll be massaging a stranger to climax on a Ferris wheel, answering maths questions, creeping past bank robbers and shooting fighter planes. It's simple, repetitive and so very, very weird...

Lee Hall



Picking up where Bishi Bashi left off, Incredible Crisis is a prime slice of Japanese madness.

Publisher: Titus Developer: Polygon Magic Price: £19.99 Players: 1

PS one M

This kookie game is the sort you'll get out after a night on the pop to show your mates. After the initial novelty of the bizarre levels wears off, you probably won't be back very often.



VERDICT

SPURO 3: YEAR OF THE DRAGON. The diminuitive dragon returns in his best platformer yet.



Developer Insomniac's quest to produce the perfect platformer continues with the third instalment in the Spyro series. There are now four

new protagonists to choose from, as well as the cutest dragon in town. The game truly looks the part, with *Spyro 2's* beautiful 3D environments surpassed by even more gaggingly gorgeous backdrops. The sub-games are strong, and see our scaly chum driving speedboats and even 'doing a Tony' In a skateboarding session.

Steps have been made to introduce a difficulty curve that was so sadly lacking in Spyro 2, so expect the pedestrian early pace to turn nasty fast. Great for sprogs; engaging for adults. \square Lee Hall



It's due a PS2 makeover by Havas soon, but Spyro remains one of PSone's most lovely affairs.

Publisher: SCEE Developer: Insomniac Games Price: £29.99 Players: 1 Out: Now

PSone ..

MIII new characters, moves and sub-games, it's plenty big enough to occupy you for days. If we ever gain a platform game on PS2 that can match III for fun it will rock indeed.



VERDICT

ALSO RELEASED.

Incendiary puzzle madness in **BOMBING ISLANDS...** Throat-ripping stealth action in **MORTAL KOMBAT SPECIAL FORCES...** Yet more monster hoarding in **DIGIMON WORLD...** Hay-munching horseplay in **EQUESTRIAD 2001...** Jungle jiving in the dancemat-tastic **JUNGLE BOOK GROOVE PARTY...** Old skool space blasting in **RAY CRISIS...** Mech-based war-mongering in **IRON SOLDIER 3...** Platform Pooh action in **TIGGER'S HONEY HUNT...** Jump and fly magic carpets in **ALADDIN IN NASIRA'S REVENGE...** And another *Tetris* clone called **MAGICAL DROP...**

PS one m

ROUNDUP



NEWS 155 PRO EVOLUTION 2

Publisher Konami will release ISS Pro Evolution 2 next March as a follow up to its current offering, ISS Evolution. Unlike ISSE, ISSPE2 has been developed by the KCET development team responsible for earlier PSone versions. The Japanese version has already been released, and it represents a welcome assault on some of the niggly features like poor crossing and a lack of injuries that tempered the brilliance of the previous instalment.



PREVIEW THE MUMMY

Based on the plot of the movie, *The Mummy* places you in the sandy boots of Rick O'Connell for a game that promises to be even more over the top. It's a 3D action adventure in the mould of *Tomb Roider*, with some very odd sub-games. At one point, for instance, you'll find yourself surfing on molten lava. Full of puzzles, decent upclose graphics, but unfortunately that PSone draw distance rears its ugly head again...



GOSSIP FEAR EFFECT RETRO HELIX

Next year's sequel to Fear Effect is well underway, and allegedly features action set in the Far East. Crucially, the game is a prequel, plotting the lives of Hana and co before last year's initial instalment. There's also a new playable character – the beautiful Rain. She has an evil twin sister by the name of Mist, and their relationship will apparently become central to the plot. Curiouser and curiouser...

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Edited by: Sam Richards edia

PS2 doesn't Just play garnes, you know. Oh no. Here's some other stuff you might like...



FIGHT CLUB

20th Century Fox/£24.99/Out now

Film: If you still think Fight Club is simply about men with nice pecs bashing the hell out of each, please buy this DVD. David Fincher's tour de force packs a visceral and intellectual punch more powerful than that of any other recent Hollywood movie.

Edward Norton plays the insomniac salaryman who is rescued from his numb existence by Tyler Durden (Brad Pitt), the sharp-dressing, wise-cracking, soap-selling anarchist. What follows is an intelligent farce, moving with such incredible pace that it'll disorientate your mind for weeks.

Features: A whole second disc of additional materials includes some revealing behind-the-scenes vignettes with multiple camera angles and commentaries. The deleted scenes are equally fascinating, particularly if you want to know what Marla originally said instead of the line "I haven't been f**ked like that since grade school." Numerous ads and trailers include the one where Pitt encourages viewers to drink their own urine. Sweet. SR

Verdict: Own this DVD. Careful, mind - it may begin to own you. 9/10



THREE KINGS

Warners/£19.99/Out now

Film: Every major war has inspired its own films, but Hollywood has been cautious about turning its lens on the Gulf conflict. Three Kings emphasises the difficulty of summarising a complex political situation within the confines of a buddy flick, but still provides two hours of decent entertainment.

Set immediately after the Gulf ceasefire, group of US Army privates, under the direction of an opportunist Major (George Clooney), set off on an ill-judged expedition to liberate a stash of stolen Kuwaiti gold for themselves, after discovering a treasure map stuck in a prisoner's arse. The bungled

mission soon takes on a more worthy purpose as the plight of ordinary Iraqi people under Saddam touches the Americans. Unfortunately, the eclectic casting backfires as Clooney, Ice Cube, 'Marky' Mark Wahlberg and Spike Jonze struggle to find any on-screen chemistry.

Features: The behind-the-scenes footage is lengthy but superficial. More revealing is director David O Russell's own video diary. The 'Intimate Look inside The Acting Process With Ice Cube' is simply terrifying. SR

Verdict: Always interesting, but never truly arresting. 6/10



POKÉMON: THE FIRST MOVIE

Warners/£19.99/Out now

Film: The pestilent *Pokémon* plague continues to blight our nation. Sure, the original *Red* and *Blue* Game Boy Color games were ingeniously addictive, and the card game was a laugh until eight-year-olds started stabbing each other for the possession of a rare Gyarados. Watching the cartoon, however, is like choking to death on Haribo Fun Mix. The first *Pokémon* movie – yes, there will be more – sustains its torture over a longer period.

Only the most hardened kidult fan of Japanese kitsch will be able to survive the barrage of high-pitched squeaking, cute violence and contrived moral overtones that is *Pokémon: The First Movie.* Avold, lest you become hypnotised by Mew's piercing stare.

Features: The harmless joility of the *Pikachu's Vacation* short is actually more enjoyable than the movie itself. Other features include the ten minutes of footage which explain Mewtwo's origin (originally cut from the English version of the movie), a frankly terrifying music video by M2M and holiest of all, a free Mewtwo card. **SR**Verdict: Sign the petition to exterminate the *Pokémon* vermin. **3/10**



THIS IS SPINAL TAP

MGM/£19.99/Out now

Film: It's 16 years since this famous spoof documentary cut a chucklesome swathe through an era of stadium rock pomposity. Its keenly-observed calamities of life on tour still ring true. Stupid haircuts, delusions of grandeur, squabbling, gradually decreasing audience, rhythm section replaced by sessioneers... Hello Cleveland, we're Oasis.

Director Rob Reiner finds ideal subjects in a hubristic rock group past their prime, struggling to comprehend the zeitgeist and resorting to tantrums over the size of the bread on their rider. Still, there are moments of pure rock power amongst the pathos, and it's great to finally hear classics such as

Hellhole and Big Bottom in digital Surround Sound, turned up to 11.

Features: Includes over an hour's worth of outtakes and deleted scenes. These explore rejected plot lines, like the appearance of David St Hubbins' estranged teenage son, but are most valuable for the additional banter in which the band debate whether or not monkeys can swear. Other features include full audio commentary from the three lead actors, a new interview with Rob Reiner, rare footage from the early 'Flower People' years and four music videos. SR Verdict: Hilarious film, and one of the best DVD packages around. 8/10



KEVIN & PERRY GO LARGE

Icon/£19.99/13 November

Film: We're used to Saturday Night Live sketch characters appearing in full length features, but the idea of British television trying the same trick is questionable. Yet the central conceit – that two forty-ish comedy actors, one of them a woman, play # pair of tantrum-prone, sex-obsessed adolescents – works surprisingly well once you overcome the sheer Krankiesque ludicrousness of it all.

The film also boasts a fair line in grossout humour (excrement and the whole range of bodily fluids take centre stage at some point). The boys, in a Saturday job interview at Virgin Megastore, are asked where you'd find punk. Their answer?
Somewhat predictably: "In my sheets."
From here the plot follows Kevin and Perry to Ibiza where they rise from sand-kicked-in-face zeroes to Cream DJ heroes in a matter of days. All reasonable fun, but you wouldn't want to watch it twice.

Features: A few featurettes in a similarly unsubtle comedic veln, including 'Kevin's Guide To Being A Teenager', made up of clips from the original TV show. There's a full audio commentary from Harry Enfield and director Ed Bye. MB

Verdict: Not the film to add credibility to your DVD collection. **4/10**

»ALSO RELEASED

American Psycho EV £19.99/Brothers Visual Ents £19.99/Of Freaks And Mon Tartan £19.99/Young Frankenstein Fox £19.99/Honest Pathé £19.99/The Insider Warner £19.99/The Hurricane Warner £19.99/Bruce Lee: Path Of The Dragon IMC £15.99/The Cider House Rules Touchstone £15.99/Ghost Dog: The Way Of The Samurai/FilmFour £19.99

»DVD REVIEWS



Tartan Video/£19.99/Out now

Film: To quote another spoof documentary reviewed this month, there are none more black than Man Bites Dog. This classic 1992 Belgian film is comedy at its very darkest. If Happiness made you squirm and Very Bad Things made you retch, Man Bites Dog will make you want to shower and bathe and scrub yourself raw.

It follows a group of student filmmakers who are recording a documentary about a serial killer, Benoit. Initially, he comes across as quite a charming fellow, introducing his

grandparents and quoting philosophy. So what if he offs a few postmen, particularly when his demonstration of how to dispose of a corpse is so entertaining? However, as Benoit gradually earns the confidence of the filmmakers (and the audience), his acts become more horrific, and everyone is implicated in his violent murders.

Features: A thoroughly bizzare short film, 'Pas De C4 Pour Daniel-Daniel'. SR Verdict: Sick, fascinating and unique, plus that surreal bonus on the DVD. 8/10



Film: Forget your Con Airs and your Gone In 60 Seconds, no matter how amusing they might be. The box-office success of Gladlator shows the power of a meaty, heavyweight action movie - one with an exotic locale, thrillingly blood-soaked battle scenes, and weighty characters and situations. Director Ridley 'Blade Runner' Scott is, of course, a master of background detail, and much of the joy of this film comes from its depiction of the complex world that acts as a backdrop to our hero's slow, bitter crawl from North African slavery to near-mythic status as top gladiator of the

Empire. And not only does it look great, it

has at its centre a star-making lif somewhat joyless) performance by Australian actor

Russell Crowe, it translates well to DVD, not least because its elaborate fight sequences and spectacular effects shots almost demand freeze-frame analysis. Best action film of 2000? It's in the bag.

Features: Two behind-the-scenes documentaries: an Interview with composer Hans Zimmerman; assorted trailers and a bunch of deleted scenes. These vary from dialogue-free mood pieces to more integral encounters, including one section where it is revealed that Rome's non-stop games are being paid for out of the vital grain reserves, thus dooming the city come winter. MB

Verdict: Bold, thrilling and moody. Simply a great adventure movie, and a great DVD buy. 9/10

TOP 10 BRIT GANGSTER DVDS

Get Carter

Warners, £19.99
Film: The brilliantly coarse Brit Gangster original in which the image of a naked Michael Caine wielding a shotgun signals a sudden end to Shotes hippy idealism. Unpleasantly escential viewing.

essential viewing.

Features: Audio commentary
featuring Michael Caine and
director Mike Hodges; Three

Lock, Stock & Two Smoking Barrels

Film: And the contemporary Britt gangster classic. Eschews the gritty feel of Get Corter for a knockabout romp, but succeeds

with aplomb, inspiring a siew of cockney slaaag copycats.

Features: Behind-the-scenes interviews with the cast and crew: Original theatrical trailer.

Lock, Stock & **Two Smoking** Barrels (Director's Cut)

Polygram £17.99
Film: A Director's Cut of the most futile kind, restoring 15 minutes of lost footage to the movie. Fine if you want more of Sting, otherwise it's superfluous. Features: Original theatrical trailer; Outtakes montage during end credits. Paucity of extras

The Long Good Friday

Criterion (Region 1 import)

Film: Up there with Get Carter
at the top of the Brit Gangstan

league, The Long Good Friday makes for violently Intense viewing, Bob Hoskins leads the cast with maniacal vigous as an ageing East End don embroiled in one last bloody battle for supremacy. Features: Theatrical trailers

The Limey

Film: The Brit goes to LA in the form of curmudgeonly old sockney crim Terence Stamp on a mission to avenge his daughter's murder. Stephen Out Of Sight' Soderbergh directs masterfully.

Features: Commentary by Soderberg, cast and other crew; interviews with cast and crew; Music only soundtrack. Theatrical trailer; Behind-the-acenes footage.

Ordinary Decent Criminal

Warners £15.99

Films Kevin Spacey plays a loveable rogue and Dublin dom in this knockabout gang caper although his Oirish accent

Features: Original theatrical trailer; interviews with Helen Baxendale and Kevin Spacey

The Krays

Universal £17.99
Film: The brothers Kemp dump
New Romantic poncing abant
for East End affrontery, Reggie and Ronnie were farger than like lads for sure, but Billie Whitelaw's performance this loving partial can't help but leave an ugly taste.

Features: Occumentary - Flesh & Blood: The Story of the Krays. Does little to arrest the rapid fictionalisation of real-life

"Staliane may be big, the help out of chappe... Michael Caine in the original

Gill Carter.

Mickey Blue Eyes

Warners £12.99
Film: A movie starring Hugh
Grant and co-produced by LiHurley was never going to be
gritty gangster classic. Instead.
hapless Hugh unwittingly
marries Into the mob and plays
the humpiling Englishness for his bumbling Englishness for laughs alongside a cast of cliched mafiosi. Features: Audio commentary by director Kelly Makin. Theatrical

Rancid Aluminium

Entertainment in Video £19.99
Films: The terrible title says it all, Despite the best efforts of the current Brit bratpack (Rhys Ifans Jude Law, Joseph Flennes) potential panache is ruined by clumsy dialogue and a deeply disorientating plot. Quirky camera techniques don't help. Features: Theatrical trailer. Featurest

The Sweeney: Car Chases/Bank Jobs

PT £15.99 each
Film: Double-bill episodes of seminal Seventies cop show
The Sweeney, packed with protein.
Lock, Stock lingo, from a time
when gangsters were kipper-tied
wide boys, but Regan's lapels

Features: Car trivia; Classic picture grate Sweeney facts

TEXT SAN RICHARDS

WORLDWIDE DVD RELEASE OCTOBER 10

PREY YOU'RE NOT ON THE MENU.

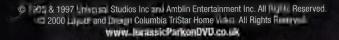
FANTASTIC INTERACTIVE FEATURES



















Underworld

Going next-gen with Rick Smith of England's most futuristic rock band.

"Happy, happyl And I'm not being facetious." This is how Rick Smith describes the Underworld live experience, even after having spent the last 12 months confined to a lonely room in order to mix and remix hours of his own performances for the new Underworld live DVD, Everything, Everything.

Smith is the studious innovator to Karl Hyde's ranting shaman in the new pared-down Underworld duo, and for a man who spends his life surrounded by technology, he remains remarkably wide-eyed about his craft.

"it's such a laugh. I don't think the experience we're having on stage is very different from that of the audience, really. It's a joyous time when you forget everything else for a couple of hours." Everything, Everything may be a triumph of aural and visual electronic trickery, but its impact is very much visceral. "Technology is there to communicate a piece of art," muses Smith. "Actually, never mind the art, it's there to communicate a feeling."

After nearly twenty years in the business (Smith and Hyde formed cult electro-pop act, Freur, in the early Eighties), Underworld still find themselves on the cutting edge. Simply as a byproduct of their thirst for the new, they've become the first group to subvert the tired live album tradition by creating Everything, Everything primarily for the DVD format.

"At first, DVD simply presented an opportunity for high quality visuals and Dolby Surround Sound," explains Smith. "The interactive elements – the ability to program your own gig, the DVD-ROM section – came as I explored the possibilities of the format. But I think they suit what Underworld is all about."

After DJ Darren Emerson's departure from the group this summer, Everything, Everything draws a line beneath Underworld Mk 1, therefore suggesting a new direction for the group.

"Last year there was a look in Karl's eyes telling me we weren't going to be playing in this fashion for much longer. It was getting easy. We craved a new challenge. Darren's departure was coincidental but it has cemented that feeling of needing to move on."

Central to the group's progression is their work with Tomato, the multimedia art and design collective also responsible for the series of bizarre PlayStation 2 adverts that graced style mags back in August. "Tomato is an inspiration for Underworld and vice versa," stresses Smith. They plan to create live "jams" in the near future, but before we get to hear the new Underworld in aural form, their multimedia work will be exhibited on their Web site (accessed only via hotlinks on the Everything, Everything DVD-ROM) where a different download is promised each day.

As for PlayStation 2, Smith is already excited, eager to know details of new games before the interview even begins. "Knowing PlayStation, it's going to be fantastic. I love the sense of control afforded to the user. I'm fascinated by the possibilities of multi-user play, and by the sound capabilities of PlayStation 2."

At the very least, expect Underworld on a PS2 game soundtrack sometime soon. At the most, expect these mega mega white boys to do something nobody else has even thought of yet. The future is happy, happy. Sam Richards

* Everything Everything is out now on DVD and audio CD through JBO.



Everything, Everything

The bulk of Everything, Everything is m 90-minute compilation of Underworld live performances from the last world tour (with Darren Emerson). It's an astonishing greatest hits set, mixed with gloriously evocative cut-up visuals from Underworld's design allies, Tomato.

Tracklisting:

- 1. Juanita/Kiteless
- Cup
 Push Upstairs
- Push opstair
 Pearl's Girl
- 4. Pearl's G
- 6. Shudder/King Of Snake
- 7. Born Slippy (Nuxx)
- 8. Rez/Cowgirl 9. Moaner

Extras:

- Two audio tracks (Kittens, Rowlo) accompanied by Tomato visuals (outtake montage
- montage
 Unusual Interactive DVD-ROM features Dogboy Headset and One Visor
- Link to Underworld Live Web site for further interactive treats.



EVERYONE – THE VIDEOGAME MUSIC COVERS BAND

www.cyberenet.net/~clarus

In an age where big name artists are conquering the game soundtrack market, a few hardy traditionalists stand opposed to the route travelled by the *WipEouts* and *Gran Turismos* of this world. They prefer the music accompanying their PlayStation pleasures to be composed by Japanese boffins coaxing strange beauty from malfunctioning synths. Who needs Moby, when you can have the theme from *Mega Man 2*?

At the forefront of this hardcore sect are New Jersey trio, Everyone, who lay claim to being the world's only committed videogame music tribute band. Their Web site contains a full archive of MP3s. Clips include covers of Mayourd's Cave from the original Final Fantasy, Mute City from F-Zero and a hot-rocklin' version of the Double Dragon theme. Dressed to confuse, Everyone's uncompromising retro-futurism would surely be admired by UK groups such as Add N To (X) and Plone, while the trio show their confrontational side by printing T-shirts which take the bold step of dissing sportz metallers Limp Bizkit. SR



SUPER GREG

www.supergreg.com

Yo! Can you mix it up wildstyle on the wheels of steel homeboy? Never mind, nor can Super Greg, self-styled suburban B-boy and the Ali G it's still cool to like. More Morris Minor & The Majors than Run DMC, Greg's site is an exhibition of his graf skills, gangsta poses and spectacularly inept DJ abilities, all brought to you with true ghetto love. Stay fresh! SR

THE TOP FIVE

in celebration of this month's cover game, nere's a fistful of Tekken sites. Half

1. www.tekkenzalbatsu.com

2. www.tekkenweb.com Cool design, great gallery.

ool design, great gallery

uality Tekken resource for the hardcon

www.tekken.net/cationd

5. www.tekkentagtournament.com
Tag-only site with comprehensive move lists

ELECTRONIC PLASTIC

Author: Jaro Gielens & Die Gestalten Verlag/Price: £25.99

Nostalgia is an ugly rash on the arse of videogames. Next time some lank-haired twit tries to tell you that Pong's 'purity of gameplay' somehow makes it superior to SSX, you have our permission to punch their face off. Then again, when gaming nostalgia is packaged as alluringly as in Electronic Plastic, it's difficult to prevent your eyes from misting over.

This fine tome - from German graphic design Godheads Die Gestalten Verlag - is basically a gallery of ancient handheld videogame machines from the days before Game Boy. Did we really spend the whole of one half-term holiday mesmerised by Crazy Climber? Did we really think the future was



Tomytronic 3-D? Yes, we did. Look back with fondness, chuckle at your youthful naivety, and thank God for progress. SR



Mags we like





BUNNYHOP

Frequency: Irregular/Price: £4.25 (import)/See: www.bunnyhop.com

A weird one this. While most underground US zines and mags have more traditional games content, Bunnyhop embellishes its none-more-hep music reviews, interviews and features with graphic design that give away a serious arcade addiction circa 1979. Proof? Issue Ten comes complete with a faux Donkey Kong cover (see www.yumpop.com for cool arcade tees), while inside, features on illustrator J Otto

Siebold, Howard Hughes, Web zine The Onion, Les Rhythmes Digitales plus Burroughs-ian cut-up record reviews are all splattered with 8 bit fonts and arcade-style images. Old skool retro this might be rather than a Dig Dug fanzine, but Bunnyhop sure looks as purdy as it reads. MG

Gaming content: More than a bit sparse, but as an example of how a teenage Asteroids habit has shaped the US scenesters of today, go see.

* Bunnyhop is available from import record stores and good magazine shops. We grabbed ours at Borders on Oxford Street (Tel: 0207 292 1600)



EFFNOTES(®)

Using the power of your PS2 with this month's best CDs.

BLUR The Best Of [Food]



MARILYN MANSON Holy Wood (Interscope)



FATBOY SLIM Halfway Between The Gutter And The Stam [Skint]



ANDY VOTEL Styles Of The Unexpected (Twisted Nerve/XL)



combination of acoustic and electric styles but not quite the majestic mash-up his DJ sets suggest. 6/10

WOOKIE Wookie (S2S Recordings)



Highlights: Battle and Lowlights: VCF and

TEXT: SAM RICHARDS

»ALSO RELEASED

U2 All That You Can't Leave Behind (Island)/Tailgunner Tailgunner (No Label)/Papa Roach Infest [Dreamworks]/Etienne De Crécy Tempovision [XL]/Deltron 3030 Deltron 3030 (75Ark]/Larmousse Larmousse (City Slang)/Red Snapper Our Aim is To Satisfy [Warp]/Various Artists Solesides Greatest Bumps (Ninja Tune)/RI Harvey Stories From The City, Stories From The Sea (Island)

Tips, tactics, tricks, cheats. Want to rip a game to shreds? Welcome to the section that's strictly for the hardcore...



Not so long ago, I was offered the job of Staff Writer on Official PS2 Magazine. My family was happy. My friends were happy. I was happy. A few months later and I'm a hearten man Hidden

I'm a beaten man. Hidden in tiny type at line bottom of my job description was a paragraph I'd overlooked. It read, "Every issue, you must play your fingers to the bone in marighteous quest to tip every PS2 game known to man, wnman and beast. Bosses must be beaten, cars must be unlocked, combos must be gently teased out. From now on, sleep is a luxury you can ill afford." Then something about doing it all on time, or they'd sack my sorry arse. I have done as ordered.

This issue, I've fought the Devil in Tekken, flown flying saucers in Wild Wild Racing and made my eyes bleed testing the No Scope cheat in Silent Scope. I'm a tired man, a learned man, but a happy man. And I'll keep telling them that until I get an assistant...

Paul Fitzpatrick Staff Writer

HELP ME!

The world of Hardcore can be a lonely place, with naught but a broken Dual Shock 2 for company. What I'm saying Is send me those tips. Send me your guldes, your problems, your requests and your sneaklest cheats. We'll print the best (and bung you a T-shirt), and run our answers to your problems In a new Q&A column. Write to me at Hardcore, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Electrical cyberpost to PS2@futurenet.co.uk. Write nowl

TEKKEN TAG TOURNAMENT

Here it is. All the fighters: their best moves, their best Tag partners, and a whole load of extra characters for you to discover.

So what have we done? We've done the lot. Not only have we included every single Tekken Tag character you'll encounter in this month's featured Hardcore game, we've even graded their moves for you. So now you'll be able start off with in two button combo and work your way up to an energy bar-crushing Tenstring. What are you waiting for? Go start in scrap....

Character	EDDIE GORDO Wannabe B-Boy; mixes breakdancing with fighting	TRUE OGRE Hit by the ugly stick in a bi way	ARMOR KING Robotic cat-curn- wrestler	
Good for	Button bashers	Barbeque lighting	Cat-wrestling moves	
Bad for	Fighting against	A dinner date	Tekken virgins	
Best Tag partner	None	Ogre	King	
Top 20 moves: Easy	[Front] Rio Dea: ⑩+铋 [Front] Rio Speclal: ♠+⑩ Asfixiante: ←+♠ Black Summy: ⑥ Fire Kick: 铋	Right Axekick: →+⑥ Palm Strike: →+⑥ Azteca Shoot: SS+⑥ Jumping Boot: ∄+⑥ Evil Wheel: ↑+⊗+⑥	Parting Chop: ←+® Elbow Knife: WS+® Blind Klok: BK ® Pickpocket Sleeper: ⊗+⊚,⊗+⊚,®+@ Triple Mounted Punches: ®,®,®+@	
Medium	Straight Jab: ←+@+@ Elbow Sting: ↓/→+@ Crying Needle: FC+@+@ Face Jammer: WS+@ Rising Feet Lunge: ←+@+@	Bazooka Leg: →, → + ⑤ Baek Heel: →, →, N+ ⑥ Dropklck: →, →, ⊗ + ⑥ Horn Gore: 🔞 + ⑥ + ⑥ Dark Shoulder: → + ⑥ + ⑥	Mounted Punches: ⊕, ♠, ⊕, ⊕, ⊕ Mounted Punches: ♠, ⊕, ♠, ⊕, ♠ Exploder: →, →+ Ø+ ⊕ (Front) Coconut Crush: ⊕+ ⊗ (Front) Suplex: ♠+ ⊕	
Hard	Knee Thruster: ←+⊗ Fire Kick: (↑ Ϡ)+⊗+⊚ [-↓ -←] Back Handstand Spring: ⊗+⊚ [-←] Boomerang: Ϡ,Ϡ+⊗+⊚ Freak Show: [Tag] > +⊗+⊚ [Tag]	Bloody Scissors: ∠+⊕+⊚ Arm Choke: →,→+@ Indigo Punch: ←,←+⊕+@ [Little Hop], Super Knuckle Bomb Unblockable: ¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬	(Front) Choke Sleeper: →,N,↓,, \sigma + @+ Funeral Suplex: ②+③,③+④,@+(Low Jab: Upper [FC ↓+④],N+④ Quick Upper: WS+⊕+② Flying Cross Chop: →,→+@+④	
Hardest	[Left] Missile Launcher [Tag]: (((((() +	Chaolan Dragonslide: →,→,N+⊗+⊚ Blazing kick: [Tag] ↓ ∠+⊚ [-Tag] Infinite Kicks: WS+⊗,⊗,↓+⊗,⊗ Mid Tall Attacks: ↓+⊗+⊚,⊗+⊝ Snake Shoot [Tag]: FC+⊗,⊗,N+⊗[-Tag]	Black Knee Rising: →, N, ↓, \u00e4 + ⊚ Roaring Drop Kick: \u00bc + ⊙ TS: @, ②, ②, ②, ②, ②, ③, ③, ③, ③ Nine hit: →+ ②, ②, ③, ②, ⊙, ⊙, ③, ②, Pickpocket Sleeper: ②+ ⊙, ②+ ⊙, ②+ ⊙, ④+ ②	

QCF	Quarter circle forward.
+	Moves done together.
,	Moves done after each other.
-	Moves must be done immediately after the other.
-	Or [when used between two moves these are Interchangeable].
>	Move following the has the option of being slightly delayed.
#	Hold movement preceding the until end of string.
FC	Do move during crouched position.
WS	While standing up.
RN	While running.
ВК	Back facing your opponent.
RFF	Right facing front.
RFL	Right facing left.
LIFE	Left facing front.
LFL	Left facing left.
SS	Side step.
11	Square brackets indicate an optional input.
()	Round brackets indicate moves grouped together.
- []	Brace brackets indicate

buttons needed to

break a throw.

Tenstring,

Neutral position.

	[→ FC, ¥]+@+♠ [-叱] Island Mirage: ¥+⊛ [-↓]			
Character	KAZUYA MISHMA Dark and mysterious Tekken fave	HWOARANG Dude looks like a lady. Kicks hard, tho'	MICHELE CHANG Nice lass. If a bit dull, mind	
Good for	Kicking moves	Hardcore players	Long kicks	
Bad for	Choice of suits	Impatient beginners	Recovery time	
II Tag partner	Kunimitsu	Baek	Julia	
Top 20 moves: Easy	Glory Demon Flst: →+(**)+(**) Gut Slugger: tap ***+(**) Demon Gutpunch: tap ***+(**) Demon Paw: →+(**) Low Slipkick: tap **+(**)	Windmill Neck Kick: ⊕+⊗ [@] Falcon Dive Kick: ⊕+⊚ [@] Rolidown Jawbreaker: →,→+↓ [@] Backfist: ←+@ High Kick: Roundhouse ⊗,⊚	Flash Uppercut: →+® Twin Arrow: @+③ Flash Punch: ↓, ⅓+@ Club Flst: ⅓+@ Flash Uppercut: @ [Tag]	
Medium	Axe Kicks: WS+♠,♠ Hell Sweeps: →,N,↓,tap \(\forall +\)♠,♠ Axe Kick: → +♠ Feint Hopkick: tap \(\forall ,N+\)♠ Jumping Kick:♠ Hell Sweeps, Roundhouse: \(\forall tap \(\forall +\)♠,♠,♠	Body Blow: > +(0)+(4) Double Side Kicks: > +(2)+(4) Crouch Dash: → ,N,↓, > +(3) Hunting Hawk: ¬ +(2),(6),(8) Rising Crescent: WS+(2)	Club Flst. Bow & Arrow @+@,⊗ Hunter: →,→+@ Flash Elbow: FC, \(\mathbf{\textit{1}}\)+@ Flash Arrow: \(\mathbf{\text{1}}\), \(\mathbf{\text{1}}\)+@ Snake Step: SS+@	
Hard	[Left] Steel Pedal Bash: (②+②] . [(②+△) . [(②+Tag)] (Right) Skull Smash: (③+②) . (②+Tag) (Back) Reverse Neck Throw: (③+②) . (②+A) . (②+Tag) Wind Godfist: [Tag] →,N,↓,tap > +② [-Tag] Ultimate Tackle: ↓ . FC+③+④	[Left) 5 Kick Massacre:	Ultimate Cannon: [J+@^N+@ @+@),@ [Tag] Blizzard Suplex (Left): (@+@ @+@ @+G @+Tag] Southern Cross Suplex: (@+@ @+@ @+Tag] Rear Suplex (Back): (@+@ @+@ @+Tag] Arm Lock Suplex (front): 31+@	
Hardest	TS: Dash forwards N+ ② ③ ④ ② ④ ③ ④ ④ ④ ④ ④ ④ ④ TS: Dash forwards N+ ② ⑥ ④ ② ⑤ ④ Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø TS: Dash forwards +N+ ② ⑥ ④ Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø Ø	TS: ②, △, ⊗, ⊙, ⊗, ⊙, ⊙, ⊙ ⊚, ⊙ ⊗ Left Kicks: Spin Kick, (RFF) ③, ③, ⊙, ⊙ Left Kicks: Spin Kick, (RFL)@, ②, ⊙ Right Kick Combo: {RR1[LFF] ⊙, ⊙, ⊙ [-←] Hot Feet: Mid-kick _ Low Kick ⊙, ⊙, ⊙, ⊗, ⊙	TS: (A),(B),(B),(B),(B),(B),(G),(G),(B) TS: (A),(B),(B),(B),(B),(B),(B),(B),(B),(B),(B	



COMPLETE PLAYER'S GUIDE

Character	LEE CHAO-LIN Miserable looking, and going grey already	HEIHACH Tyrannical leader of the Mishima Empire	YOSHIMITSU Grinning, sword- wielding alien fella	BRUCE IRVIN Boss-eyed mohican- cropped boxer chap	BAEK DO SAN Likes to put Hwoarang in his place
Good For	Quick feet	Double fists	Sword jabbing	Head punches	Range of moves
Bad For	Having fun	Finishing moves	Sitting on his sword	Seeing straight	Never smiles
Best Tag partner	Wang Jin-Lei	Jun	None	Kazuya	Hwoarang
Top 20 moves: Easy	(Front) Neck Fracture: (®+⊗) (Front) Chastisement Punch: (@+©) Double Punch: (@,(@) Mist Wolf Combo: ←+⊗(⊗) Silver Low Infinite Starter: ↓+⊗	Backfist: →+♠ Spinning Gutpunch: ←+♠ Stun Splitter: ←+♠ Thunder Godfist: N+♠ Vertical Boot: Juggles ↑+♠	Poison Wind: ⊗+⊚ Cyclone Lift: ↓+⊕+⊗ Dive Bornb: →,→+⊕+⊗ Backflst: →+⊗ Jab, Double Uppercut: ⊕,⊘,⊚	Dual Spin Kicks: ♠,⊗ Slice Kick: →,→+⊗ Bruce Rush: ⊕,⊗ Nightmare Back Knuckle: ←+⊕ Thal Shinkick: ↓+⊗ ⊙	Bolt Cut: ←+♠ Mantis Backhand: →+♠ Bone Stagger: ⊅+♠ Heel Lance: ←+♠ Heel Axe: ∠+♠
Medium	Dragon Silde: FC, \(\su\psi\psi\psi\) Feint Mist Wolf: [Mist Trap] ←+\(\otimes\)^-\(\otimes\) [*\(\otimes\)] Lee Knuckle: (\otimes\otimes\) Lee Knuckle Combo: →+(\otimes\otimes\)(\otimes\) Machine Gun Rush: (\otimes\otimes\)(\otimes\otimes\)	Tile Splitter: Deathfist 7+(0,\(\text{\Omega}\) Shining Fists: (0,\(\text{\Omega}\)) (\(\text{\Omega}\) 2 Punches: Backfist (0,\(\text{\Omega}\)) High-Low Jumping Spin Kicks: 7+(0,\(\text{\Omega}\) Chi Palm: (\(\text{\Omega}\) (0) (0)+(\(\text{\Omega}\))	Soul Siphon: (@+@ @+@) Lunging Sweep: FC, ¥+® Death Pose: ←+@+@ Bad Breath: ←+@+@ Deathcopter: ⊅+@+@	Spinning Slice Elbow: →+®+® Front Kick, Spin Kick. Right Punch: ←+⊗.⑥ ⑥ Sidewinder: ←+⑥+⊗ Bazooka Leg: →,→+⑥ Nightmare Mach Punch: →,→+⑥	Black Wdow: ②,③,②,⊙)⊙,③ [九 ←] Silver Mantis: ②,③,⊙,⊙,⊙,⊙,⊙,⊗ Cobra Bite Throw: →+○,(○) Swordfish Throw: ⊬+⊕+⊗ (⊚+△) [Back]Starfish Throw: [@+⊗]_[@+⊙] [@+Tag]
Hard	Handspring Backflip: ←,←,N+⊗+⊚ Roundhouse Somersault: ↑↑+⊗ [Tag] Tagl,N+⊚,↑+⊗ [Tag] Tsunami Klck: ₩5+⊗,⊗ Silver Low-Rave Klcks: ↓+⊗,⊗,⊗ Machine Gun Klcks: ∮⊕⊚	Demon Godfist: [Tag] Juggles →, → + ≯ [-tag] Thunder Godfist: →,N,←, Tag+⊕ Wind Godfist: [Tag] Juggles →,N,←, \(\mu + \) (-Tag) Electric Wind Godfist: [Tag] Juggles →,N, \(\mu - \) \(\mu + \) [-tag] Sweeps: →,N, \(\mu - \) \(\mu + \) \(\mu + \) (\limes) (\limes)	Zig Kangaroo Kick: [Tag] ②, ¾+⊗+⊘ [Tag] SS+⊗+⊙ Soul Siphon: (@+⊙ @+⊗) Possession: F+(@+⊙ @+⊗) Avolding the Puddle: [↗ ↑ ௩]+⊙ [Left] Wheels of Hell: (@+⊗ . ⊗+⊙	Step-In Mid-kick: > +⊗+⊚ Triple Blind Kicks: → +⊚,⊗,⊚ Double Knee Rush: ←+⊙,⊗,⊚ [↓+⊚] Kising Knee: [Tag] ←,→+⊙ [Tag] Tumbleweed: ⊕+@,⊕+@,⊕+@,⊕+@	Ten Hit: $\textcircled{0},\textcircled{0},\textcircled{0},\textcircled{0},\textcircled{0},\textcircled{0},\textcircled{0},\textcircled{0},$
Hardest	TS: **+**(**).*(*	TS: ¥+⊗, △, △, ⊙, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕,	TS: (8), (4), (6), (6), (6), (8), (9), (9), (15); (9), (9), (9), (9), (9), (9), (9), (9),	Handspring Backflip: Bazooka Leg →,→,N+⊗+⊚,⊚ Bull kick: Left hookSS+⊚,⊕ ⊚ Mid-kick/High-kick/Front-kick: ⊗ ⊚ →+⊕ Double Face Buster: ¬→, →, →, →, ⊕ -Tag Embracing Knee: →, N, →, ¬, →, +⊕, ⊕ -Ф -Ф	TS: (②, ⊗, ⊗, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗) ⊗ Seven Hit: (⊗, ⊙), ⊗, ⊗, ⊗, ⊗, ⊙ Six hit: (⊗+⊙, dash forwards, tap \(\mu^++\) Seven hit: N, \(\phi, \text{tap} \(\mu^++\) \(\mu\) Seven Hit: (during counter) \(\phi+\) \(\mu, \) \(\mu^++\) \(\mu\), N+\(\mu\)
Character	ROGER Marsupial mentalist	GANRYU Who ate all the pies?	OGRE The reawakened	JUN KAZAMA	KUNIMITSU
	with a particularly mean upper cut	Sumo boy here did	God of Fighting	Teenage mother of Jin. (Us neither.)	Nice mask, shame about the face
Good for		Sumo boy here did Crouching down		Jin. (Us neither.)	about the face
	mean upper cut	Sumo boy here did	God of Fighting	Jin. (Us neither.)	about the face
For for	Wind up punch Sensible conversation	Sumo boy here did Crouching down Speed	God of Fighting Stupid hair Fast attacks	Jin. (Us neither.) Locks and throws	about the face Chopping vegetables
	mean upper cut Wind up punch	Sumo boy here did Crouching down	God of Fighting Stupid hair	Jin. (Us neither.) Locks and throws Powerful punches	about the face Chopping vegetables Showing her face
For for Best Tag partner Top Til more	mean upper cut Wind up punch Sensible conversation None Tall Cutter: ∠+⊗ Elbow Sting: →+⊕ Jab, Uppercut: ♠,⊕ Elbow Gutpunch: →+♠	Sumo boy here did Crouching down Speed None Sit Down: ②+③ Megaton Palm: ③ Low Leg Swipe: ③+② Ganryu Stomp: ↓+③ Ganryu Stomp: ↓+⑤	Stupid hair Fast attacks True Ogre Shining Fists: ②.②.④ Punch, Backfist: ②.④.④ Double Facebreaker: ¾+③.④ Right Axekick: →+④.④	Jin. (Us neither.) Locks and throws Powerful punches Jin Crescent Kick: →+⊚ Boomerang Sparrow: SS+⊚ Cartwheel Stomp: ②+⊚ Sparrow Trip: ←+⊕	about the face Chopping vegetables Showing her face Kazuya Kunai Murder: ←+@ Kunai Stab: ∠+@ Rushing Elbow: ②+@ Shark Attack: ②+@
For for Best Tag partner Top 70 mores Easy	mean upper cut Wind up punch Sensible conversation None Tall Cutter: ∠+⊗ Elbow Sting: →+⊕ Jab, Uppercut: ♠,⊕ Elbow Gutpunch: →+♠ Powerbomb: ♠+♠ [♠] Flying Cross Chop: →,→+⊕+♠ Knuckle Bomb: → ⊅+⊕+♠ Animal Headbutt: →+♠ Jumping Animal Sweep: ↑+♠+♠	Sumo boy here did Crouching down Speed None Sit Down: ②+③ Megaton Palm: ③ Low Leg Swipe: ¾+③ Ganryu Stomp: ↓+③ Cross Cut Saw: ②,③,④ Hip Press/Roll Back (sit down if misses): ②+②+③ Pedal Press: ↓+⊕+④ Lifting Toss: →+④+⑥ Jizo Hug: →,→+②+⑥	Stupid hair Fast attacks True Ogre Shining Fists: ②,②,④ Punch, Backfist: ②,④,④ Double Facebreaker: ¾+Ø,④ Right Axekick: →+⊙ Kunal Murder: ←+⑥ Left Axekick: →,→+⊗ Bazooka Leg: →,→+⊙ Baek Heel: →,→,N+⊙ Hunting Hawk: ⊅+⊗,④,⊗	Jin. (Us neither.) Locks and throws Powerful punches Jin Crescent Kick: →+⊚ Boomerang Sparrow: SS+⊚ Cartwheel Stomp: ⊗+⊚ Sparrow Trip: ←+⊕ Vacuum Mist Palm: @+⊗ Back Flip: [Tag] @+⊗ [Tag] Charging Strike: [Tag] @ [Tag] Moon Scent: (WS+⊗ FC, ←+⊗) Mist Palm Thrust: →,→+⊗ Screw Punch, Front Kick Series:	about the face Chopping vegetables Showing her face Kazuya Kunai Murder: ←+⑥ Kunai Stab: 业+⑥ Rushing Elbow: ②+⑥ Shark Attack: ②+⑥ Flying Shadow: ③+⑥ Poison Wind Flipstomp: ፆ+②+⑥ Somersault Flipstomp: FC ↓+⑥+⑥ Lunge Jumpkick: →+②+⑥ Kunai Dragon Tall: SS+③+⑥

TEKKEN TAG TOURNAMENT

Character	GUN JACK Slow robot, but he's quite handy	The bad guy you've read about in books	ANNA WILLIAMS Bitter sister of Nina	FOREST LAW Son of Marshall, friend of Paul	KUMA Bear; when his beatings for the animal kingdom
Good for	Big hits	Plercing stares	Tag moves	One Inch Punches	Fighting flatulence
land for	Speed	Bible Studies	Dinner parties	Belleveable moves	A friendly hug
Best Tag partner	Jack 2	None	Nina	Paul Phoenix	Ling Xiaoyu
Top 20 moves: Easy	Low Punch: ↓+® Mid Punch: ↓+® High Punch: →+® Cross Cut Saw: ⑥ Piston Gun Assault: ←+⑥	Flying Laser: ★+⑥ Twin Pistons: ★+⑥ Flipstomp: ★⑥ Hip toss: ♠+⑥ [⑥] Ground Laser: ⑥+⑥	Scarlet Rain: ⊚+@ Fatal Attack: ∄+@>® Wine Opener: ⅓+⊚ High Kick, Low Kick: ⊚,⊗ Thrust Kick: >⊚	Bitch Kicks: @ + @ Demon Paw: Dash forwards + @ Screw Kick: →+ ® Quick Knee: →+ @ Axe Kicks: @ , @	Jumping Boot: 月+⑥ Hip Press: 月+⑥+⑥ Sit Down: ↓+⑥+⑥ Terrible Claw: ←+⑥+⑥ Grizzly Headbutt: ¥+⑥+⑥
Medium	Hammer Knuckle – Double Uppercut: @+@·@+@ Double Uppercut – Hammer Knuckle: WS+@+@.@+@ Arm Scissors: [→, →)+@+@ Cross Cut Saw: @+@ Megaton Punch: ⅓+@	Angel/Devil Kicks: (♠+(♠) [@] Devil Fist: →,→+(♠) Diagonal Up/Forward Air Laser: ↑+(♠)+(♠) Shining Fists: (♠),(♠)+(♠) Punches, Backfist: (♠)(♠)+(♠)	Leg Blade Floats on Major Counterhit: SS+♠ Slice Shot: SS+♠ Spinning Layout Slap: →,→+♠ Cold Blade: FC, ▶+♠ Right Hand Stab Auto Mid Cancels: FC,→+♠	Tooth Fairy [Tag]: Juggles Sidestep+♠ [-Tag] Gut Punch: (Stuns on CH] ←,→+♠, Elbow, Demon Paw_(Uppercut): [Tag] +⑥→♠ (Uppercut): [Tag] +⑥→♠ (Uppercut): [Tag] -↑,↓,↓+♠ (Uppercut): [Tag] +↑,↓,↓+♠ (Uppercut): [Tag] +↑,↓,↓+ap +♠ (Uppercut): [Tag] +↑,↓+ap +♠ (Uppercut): [T	Bear Cannon: →+@-@,@ [-Tag] Grizzly Uppercut: WS+@; ♠ Wild Claw Windmill: Backpaw FC, \su+@,♠,@,@ Low Bear Rush: FC+@,@,@,♠(↓\su→)+@ Spring Hammer Punch: FU/FT ↓+@+♠
	Sitting Punches: ((@, (@, (@, (@, (@, (@, (@, (@, (@, (@,	Split Axe Kick: →,→+® Axe Kicks:	Low Kick: (Low Kick) _ High Kick _ Uppercut [Tag]: ↓+③,(↓+⑤) ⑥ ⑥ [-Tag] Side Kick, Punches, Low Kick: ¾+②,⑥,⑥,⑥ Side Kick, Punch, High Kick _ Low Kick Roundhouse: ¾+②,⑥,⑥,②,(↓+⑥).⑥ Side Kick(s), High Kick, 2 Punches: ¾+②,⑥,⑥,♠, ⑥, (⑥,⑥) Bonecutter Achilles Tendon Lock on Major Counterhit: [尹+②,(→,→,→+⊗)	Demon 7 String: (a), (a), (b), (a), (b), (a), (b) Electric Wind Godfist: Tag → N, ↓ - tap → ♠ [Tag] Twin Pistons: [Tag] WS+(a), (a) [Tag] Rising Uppercut: [Tag] WS+(a) [Tag] White Heron Combo: (a) + (a), (b) - → + (a)	Uppercut Rush: > # + (♠, (♠, (♠, (♠))) Uppercut Rush 2: > \(\) # + (♠, (♠), (♠), (♠) Uppercut Rush 3: FC, > \(\) # + (♠) + (♠) + (♠) Short Bear Rush: FC, > \(\) # + (♠), (↓ \(\) \(\) → \(\) + (♠) Bear Rush: FC, > \(\) # , (♠), (♠), (↓ \(\) \(\) → \(\) + (♠)
Hardest	TS: №+@,@,@,@,@,@,@,@,@ +@,@+@ TS: D+w,@,@,@,@,@,@,@,@, +@,+@,#4 TS: №+@,@,@,&,@,@,@,@,@, TS: №+@,@,@,&,@,@,@,@,@, +@,+@,@+@ Triple Thrust Gigaton Stomp: @+@,&+@,&+@	[Left] Steel Pedal Smash Multislam: ((๑)+(๑)) ((๑)+(๑)) (๑)+Tag) ((๑)) (Right) Skull Smash Big Drop: ((๑)+(๑)) ((๑)+(๑)) ((๑)+Tag) ((๑)) (Back) Reverse Neck Throw Telekinetic Slam: ((๑)+(๑)) ((๑)+Tag) (1) TS: →,→,N+(๑,0,0,0,0,0,0,0,0) Corpse Splitter On fallen opponents: ((↑ - 🏞 - 下,)+(๑)+(๑)	TS: [] (WS+@) () +@ (A), @, A), @ Rear Gatelatch Falconwing Squeeze: Ø, @, @, @, + A, @ + A (@ + A) Gatelatch Throw: A, B, - A,	TS: Dash forwards N+∅,∅,∅,∅,∅,∅,∅,∅,∅,∅,∅ TS: Dash forwards N+∅,∅,∅,∅,∅,∅,∅,∅,∅,∅,∅ Elevenstring: ←+∅,∅,∅,∅,∅,∅,∅, ⊕+∅,∅,∅,∅,∅,∅, Elevenstring: ←+∅,∅,∅,∅,∅,∅, Fivestring: ←+∅,∅,∅,∅,∅,∅,0,0,0,0,0,0,0,0,0,0,0,0,0,0	Bear Knuckle, Double Uppercut/Prowling Bear Stance:

Character	P-JACK The Jack with red-eye	PAUL PHOENIX Should go easy on the hair products	WANG JIN-LEI Old man, hard as	BRIAN FURY Evil zombie policeman	KING Looks like a leopard, fights like a man
Good for	Rotating hands	Very hard punches	Varied combos	Counter-attacking	Expert fighters
Bad for	Nearly everything	Sensible driving	Fast punches	Low-level moves	Beginners
Best Tag partner	None	Forest Law	Lee Chao-Lin	None	Armor King
Top 20 moves: Easy	Heel Press: ⑩+⊗ Punishment Drop: ⊚+⑥ Machine Layout: →+⊕ Tile Splitter, Deathfist: ↓+⑩›⑥ Scissors: →+⑪+⑥	Punch, Lowkick: (⊕), (♠) Low Sweep, Elbow, Deathfist: (♠), (♠) (⊕) Tile Splitter: ↓+(⊕) Falling Leaf Combo: (♠), (♠) Smoking Palm Strike: (♠)	(Front) Headlock Toss: (∰+(¾) (Front) Body Slam: (△+(∅) Front Strike: →+(△) German Suplex: (∰+(△) G-Clef – Club Fist: (∰-(∅)	Mach Kick: →,→+© Spin Kic: WS+®+© Quick Knee: ←+© Power Axe: ⅓+© Wolf Bite: ⟨⊚	(Front) Swinging DDT: ⊕+⊛ Brainbuster Suplex: ♠+♠ Uppercut [BK]: ⊕+♠ Backhand: ⊕ Jumping Boot tap: ⊅+♠
Medium	Double Uppercut, Hammer Knuckle: (a) +(a) ·(a) +(b) Gravestone: ↓(a) +(a) +(a) Wild Swing: FC, ↓(a) +(a), (a), (a), (b) Megaton Punch: ←, (c), ↓(a) +(a) [-Tag] Cemaho Hop: →,→+(a)	Idlot Filp Kick: up+@+®+@ Punch, Kick_Lowkick: @,@_[↓+ ®) [Front] Shoulder Throw: @+@ [Tag] [Front] Shoulder Popper: @+@ [@] Elbow, Death Fist FC: tap ⅓+@›@	False Lift: [Tag] ☑ + ④ [Tag] Snap Kick: ☑ + ⑧ S Earthquake Stormp: 邓 + ⑧ + ⑥ Bow & Arrow: FC, ☑ + ⑥, ⑧ Power Flst: ⑧ cf + ⑥	Slash Kick: →,→+® Gatling Rus: ⊗,@,@, Headhunter: SS+® Cheap Trick: SS+®-@ Mach Breaker: →,→+@	Boston Crab: (⊕+♠,⊗,♠,♠,⊕+♠ Brainbuster Suplex: (⊕+♠) Coconut Crush tap: \u2214+♠+♠ Jaguar Driver QCF: \u2214+♠ (⊕+♠) Flying PreSidestep: (⊕+♠) (⊕+♠)
Hard	Uppercut Rush: > #+@+@+@+@ Spankdown: (@+@) @+@) . (@+Tag) Gigaton Punishment: ←.↓, **1+@ Hammer Rush FC: > #+@.@.@ Digital Hans Headslide: →+@+@	[Front] Stornach Throw: ←+@+@ (@) Striking Shiho-Nage: tap ⅓+@+@ @+@) [Front]Shoulder Ram: [Tagl dash → +@+@ [-Tagl (@+@) [Left]Dragon Screw: (@+@) (@+@) (@+Tagl (@) Lifting Leg Punch: [Tagl @,@,@) [-Tagl	Club Fist, Flash Uppercut: \(\frac{1}{2} + \hat{\text{\tinte\text{\tint{\text{\te}\text{\texit{\text{\text{\texi\text{\text{\text{\texi\text{\text{\text{\texit{\texi\tiex{\text{\texi\texi\texi\texi\text{\texi{\texi{\text{\text{\tex{	Rolling Driver: [↑ 尹]+⊗ Leaping Slash Kick: [WR →,→,→]+⊗ Doom Knuckles: Sidestep Mach ←+②-(⑤-(↑ ↓)-(△ Vulcan Cannon: Vulcan Punch ↓+⑥-(⑥-(⑥-(⑥-(△))-(△)-(△)-(△)-(△)-(△)-(△)-(△)-(△)-(△	Sidestepian Leg Sweep: (a) (A) (A) (A) (A) Arm Crucifix: (A) (B) (A) (A) (A) Chicken Wing Face Lock: (A) (B) (B) (A) Reverse Guillotine Choke: (A) (B) (B) (A) (A) Rolling Death Cradle: (B) (B) (B) (A) (A) (A) (A) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B)
Hardest	Gigaton Punch: ← . ← .	TS: (a), (a), (b), (c), (a), (c), (d), (d), (d), (e), (e), (e), (e), (e), (e), (e), (e	TS: ♠,♠♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠	[Front] Gravity Brain Buster: ♠+♠ [Front] Chains of Misery: FC, ⅓, ∜, ⅓ +⊕+♠ TS: ←+⊛,♠,♠,♠,♠,♠,♠,♠,♠,♠ Eight hit: ←+⊗,♠,♠,♠,♠,♠,♠,♠,♠ Eight hit: ←+⊗,♠,♠,♠,♠,♠,♠,♠,⊗,⊗	Frankensteiner: [Tag] tap

COMPLETE PLAYER'S GUIDE

Character	Jackie Chan lookalike with	JACK-2 Another Jack, another hard man	NINA WILLIAMS Great legs (for kicking you with)	
Good for	Expert fighters	Big hits	Punch combos	MOKUJN
Bad for	Easy to learn combos	Light footing	Not much	Breast sporting tree stump
Best Tag partner	None	Gun Jack	Anna	
Top 20 moves: Easy	Falling Anklekick: (3) + (3) Flying Sky Kick: (Tagi ffront) (3) + (4) (Front) Neck Wringer: (4) + (4) Jumpling Boot: (7) + (4) Lifting Uppercut: (7) + (4)	Hammer Combo: @.@,@ Atomic Hook: →-,++@ Piledriver: &',->+@+@ Catapult: ↓+@+@ Face Bash: @+@	(Front) Arm Grab Flip: (®+®) (Front) Lifting Toss: (@+@) Lift Shot: SS+@ Shut Up: ↓, ↘ +@) Head Ringer: (Ø, @)	Mokujin fights with a random move set of any character except Ogre, True Ogre and
Medium	Rushing Punches, Sweeping Kick_Midkick →,N+⊕).②.④.②.②.③ Guard Melting Punches: [BK] →,N+④.④.④.④ Crescent Kick: ❷ [Punches, Low Kick] →+④.④.②.③.④ Headbutt: ←+⊕+④ [Right] Punches/Crescent Kick: [@+⊛]. [@+⊕]. [@+⊕]. [@+Tag]	Low Scissors: FC+@+@ Backbreaker: オル・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・・	Crab Claw: QCF+®+® Commando Arm Lock: ®+®,®,®,®,®,®+® Heel Hold: ®+®,®,@,®+® Knee Cross Lock: Ø,Ø,®,@,A+® Achilles Tendon Lock: ®,Ø,Ø,Ø+@,®+®,®+	Devil/Angel. This lasts the whole duration of Ifight until he/she is tagged out. When tagged back in again Mokujin takes
Hard	Backflip[s], [BK]: (②+@_](③+@_)](③+@_) Tag-Hit Combo: (②,②,②,②,②,④,↓+@_) Stabbing Punches, [Snake Stance]: (③,②,②,②,②,④,] Hawk Claw Kicks: (②,③,②,③,) Lightning Crescent, Stunkick, Lowkick: →,N+②,②,↓+ (③,○,)	Wild Swing Backfist: FC3+@, @, @, @, EDW Hammer Rush: FC+@, @, @, @, (↓, ¼, →)+@ Uppercut Rush: ↓ ¼: #+@, @, @, @ Low Cossack Kicks:	TS: ************************************	on another set of moves. The only way to tell which characte Mokujin is mimicking is to look at its posture.
Hardest	Crane Stance: (→+@+®, ↓, ↓) [→,N+@,@,@,@,@-↓) 2 Kicks, Punch, Kick: ②,@,@) Tiger Stance: (→+@+®,↑,↑) [→,N+@,@,@,@-↓) Kick, Punch Combo, Lowkick, Highkick: ②,@)@,@,@-② Dragon Stance to Drunken Throw, [Health Gain Drink]: @+⊗,[@+@]	Gigaton Windup: (←, 𝒯 + Φ). [↓, ↘, →, 𝒯 , ↑] Gigaton Punch: ←, ∠, ↓, ↘, →, 𝒯 , ↑, Ϝ, *x5*, Θ TS: ↓+△, Ø, Ø, Ø, Ø, Ø, Ø, Ø Ø Ø + Ø + Ø TS: ↓+∅, Ø, Ø, Ø, Ø, Ø, Ø, Ø Ø Ø + Ø ←+Ø + Ø, Ø + Ø TS: ℤ+∅, Ø, Ø, Ø, Ø, Ø, Ø, Ø, Ø Ø Ø + Ø ℤ+∅, Ø, Ø, Ø, Ø, Ø, Ø, Ø, Ø, Ø Ø Ø + Ø ℤ+∅, Ø, Ø Ø Ø Ø	TS: WS+@,@,@,@,@,@,@,@,@,@,@,@,@,@,@,@,@,@,@,	

Character	LING XIAYOU Specialist in teenage temper tantrums	JIN KAZAMA Strong chap, big quiff	JULIA CHANG Likes to dress up as an Indian
Good for	Taming bears	Multi-level attacks	Powerful kicks
Bad for	Hardly anything	Beating Heihachi	Dress sense
Best Tag partner	Panda/Kuma	Jun	Michelle
Top 20 moves: Easy	Jab, Uppercut: ⊕ ↓+ △ Birds Flock: ⊕+⊘ Power Crescent: →+⊗ Kneecap Kicktap: ⊭+⊘ Skyscraper Kick: WS+⊘	Shining Fists: (∅),(∅),(∅) Can-Can Kicks: ↓+ (∅)+(∅) Ultimate Tackle: ↓-FC+(∅)+(∅) Axe Kicks: (∅),(∅) Demon Gutpunch (∅)+(∅)	Death Vailley Bomb: (⊕) (⊕) Fisherman Suplex: (⊕) (⊕) Twin Arrow: (⊕) (⊕) Jumping Boot Juggles: (⊕) (⊕) Armlock Suplex: (□) (⊕)
Medium	Horizon Taunt: @+®+@ Waving Taunt: @+®+@ Axis Cartwheel: →+@+@ Axis Dive Roll: →+@+@ Wing Strikes Dash: →+@+@.@+&	White Heron Combo: ②+②,③,(②, ↓+③) Elbow, Demon: Paw. [Uppercut] [Tag] ②(③) (↓+④) [-Tag] Thunder Godfist: [Sidekick, Hellsweep] →N,↓,Tap ¾+②,[③) ④] Overhead Smash, Knee: →+④,⑥ Low Shot, Overhead Smash Tap: ¾+④,⑥	Front Suplex 2: ∠+⊕+⊕ (@) Front Suplex 2: ∠+⊕+⊕ (@) Earthquake Stomp: ¬+¬¬+⊕ Heaven Cannon Unblockable ¬ Juggles: →+⊕+⊕ Parting Fist: SS+⊕
Hard	Four Hit Flurry: [Tag] FC, , , , , , , , , , , , , , , , , , ,	Demon 7-String:	Death Push, Punt Kick, Dash Uppercut [Tag] Juggles: [J+⊕.⊗]. [Ø+⊕]. [Ø-Tag] Dashing Punch, Elbow Stuns on Major Counterhit: [RN]. [J, w]+@+@ Death Push: Low Kick _ High Kick:
Hardest	TS: ↑ + (A)(B),(A),(B),(B),(A),(A),(A),(B),(B),(B),(B),(B),(B),(B),(B),(B),(B	Ninestring dash →+N+♠,@, ♠, ♠,♠,♠,♠,⊕, TS: ⊛,♠,♠,⊗,⊕+♠,♠,♠,♠,♠, Ninestring: ♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,♠,	[Left] Running Bulldog: (∅+⊗). (∅+⊚). (∅+fag [Tag [@] (Right) Spinning Frankensteiner: (∅+∅). (∅+Φ). (∅+Tag [Tag [Φ] (Back) Spinning Air Neckbreaker: (∅+∅). (∅+0). (∅+Tag TS: ∅,∅,∅,⊘,⊘,⊘,∅,∅,∅,⊕ TS: ∅,∅,∅,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘,⊘

(A+(A,(A,(A+(A)

(Back) Spinning Leg Trip:
((②+③)_(②+④)_(②+Tag)

AND THERE'S MORE...
They might not have their own moves, but they sure look different. Here's how to play with Tekken Tag's more elusive characters.



POLAR BEAR/PANDA

Two aliases of the grizzly Kuma. Press and play as Polar Bear, press o and play as Xiayou's pet Panda. Go on, give those endangered species a pastingl



TETSUJIN/GOLD **TETSUJIN**

Press (a) instead of (b) to select Mokujin and the metallic version Tetsujin will appear. After ten consecutive wins it turns gold.



ALEX

With Roger the boxing kangaroo unlocked you can now also play as the crazy assed dino, Alex. Just press (Instead of (Moves are the same as his pouched pal.



ANGEL

By pressing ■ instead of ⊗ when selecting Devil, you will play as Angel. Proving that even in the Prince of Darkness there is more tender ethereal being.



TIGER

By pressing when selecting Eddy Gordo you will play as a Seventies theme night reject. Causes the sort of fights you'd see outside student union bars.

TEKKEN TOP TENS

THE MOST AMUSING MOVES Silly name, nice move.

- Terrible Ghastly Fart: ←+←+♠+⊗+⊚ (KUMA) Rear Chicken Wing Lock: Need Nina on Team
 -Tag (ANNA WILLIAMS)

- -iag (ANNA WILLIAMS)
 Fisherman Suplex: ②+③ (JULIA CHANG)
 Bowling Ball Fits: →+→+②+③ (OGRE)
 Bazooka Leg: →,→+④ (TRUE OGRE)
 Coconut Crush: tap ¾+②+③ (KING)
 Embracing Knee: →,N,↓,¾+③+④+③
 [BRUCE IRVIN]
- 8. Vacuum Mist Palm: (3)+(4) (JIN KAZAMA)
 9. Jizo Hug: ->,->+(4)+(8) (GANRYU)
 10. Cossack Kicks: \(\varPsi + \otimes, (0), \otimes, (0), \otimes, (0)) (GUN JACK)

CINEMATIC MADNESS

UNKNOWN Glazed look; best mate's m

Like Mokujin,

Unknown fights by mimicry. However, where Mokujin can

only mimic one character

changing when

it is tagged,

can alternate

during a fight.

various different

Unknown

between

move sets

at ∎ time,

Each character has their own ending sequence. Here are the funnier ones you'll find.

- GANRYU: He brought her flowers, she told him to get stuffed.
- ANNA/NINA: Sisters can't work it out.
 BRYAN: Night of the Living Dead revisited.
- KING/ARMOR KING: Some very sweaty 'Greek' wrestling.
- BAEK/HWOARANG: Obvious overtones as
- Hwoarang (not Paul) kneels for Baek. KING/TIGER: A synchronised dance
- spectacular.
- ANGEL: A touching tale of love in a cruel world.
- LEE: Mystery man Lee beats Kayuya in
- his dreams. ROGER: Paper beats stone. Scissors
- beats paper...
- PAUL: The ageing bouncer suffers from comedy delusions.

THE LANE HOGGERS OPS2 bowling champs – beat our scores...

- George 179 (Production Assistant)
- 2. Jamie 154 (News Ed)
- Sam 150 (Deputy Ed)
- 4. Ben 147 [Games Ed]
- Paul 145 (Staff Writer) Lou 139 (Operations Ed)
- Nick 125 (Art Ed)
- 8. Graham 125 (Deputy Art Ed)
- Nikki 111 (Designer) 10. Mike 4 (Senior Ed) (Lies, all of It lies - Ed)

RIDGE RACER N

Don't mailtu time trying to retune the radio to escape the perma-cheery Ridge FM DJ. Sadly it won't work. These will.

On-screen display

When you're tearing up the tarmac in the third-person perspective, press and hold **m** to bring up on-screen information that includes the amount of pressure being exerted on the various controller buttons.

Control the introduction sequence

Whilst watching the introduction sequence you can cycle through three different visual effects as follows. Press once for art house black and white, twice for a nostalgia inducing sepla tint and three times to add a blurring effect that will make jagged edges (and most discernable shapes for that matter) disappear. You can then cycle back to your favourite by pressing .

Extra modes

If your driving style means only leaving

the inside lane to stop at a Little Chef, you might as well forget about these. If, however, you've got petrol in your veins, Ridge V has hidden joys:

Duel mode

To unlock Duel mode, get the best lap and overall times in Standard, Time Attack and GP modes.

Fifties Super Drift Caddy

Finish in first place in the Danver Spectra race in Duel mode to unlock this candy pink Cadillac.

Devil Drift

Finish in first place in the Rivelta Crinale race in Duel mode to gain access to the Devil Drift.

The new Beetle (with super grip handling) is a gorgeous car, and can be yours if you get first place in the Solort Rumeur race.

99 Lap mode

To unlock this endurance experience you need to get the top score in each race of the Time Attack GP in Extra Mode, finishing in first place.

McLaren F1 Clone

All yours - If you win the Kamata Angelus race. Once unlocked, this and the other cars mentioned will available to you in Free Run, Time Attack and

Pac-Man Mode Clock up 3,000 kilometres in total distance raced and you can compete as everyone's favourite dot munching. canary yellow game hero. Take on Lambretta-straddling ghosts from the comfort of your little red open-top.

CARS IN YOUR EYES Drifter (the top three) or gripper (below them), you've gotta know which of the initial choice of wheels to go for...



Kamata Fiaro Max speed: 276 km/h

The best vehicle to use when you start out. A light and easy drive which makes cornering a pleasure. Won't win



Kamata Fortune

Max speed: 240 km/h

No great shakes, with a noticeably low level of torque. The only mildly exciting aspect of this Honda Civic-esque beginner's car is its good grip.



Danver Toreador Max speed: 298 km/h

A real fight of a drive initially, this car will take some practice. High torque means it reaches maximum speed with ease.



Rivelta Mercurio Max speed: 281 km/h

speed In Ridge City.

The 'steady eddy' of Ridge Racer V. A formidable blend of acceleration and grip, this sleek vehicle is an icon of



Rivelta Solare

Max speed: 321 km/h Not only an exhilarating and pacey drive, this beast is also very highly strung. Don't expect to be able to tame it too quickly.



Name: Himmel E.O. Max speed: 335 km/h

Gets to corners extremely quickly. Usually before you've noticed. The highest spec grip car isn't a good choice for the uninitiated

TRACKS

They're not real roads - they're more exciting than that.



Sunny Beach

Length: 4.108m

Encompassing a cityscape and a beach, this course is relatively straightforward. As long as you take the last four bends well, you should be onto a winner.



Airport Oval Length: 3,428m

Not visually stimulating, but an opportunity to floor it without having to brake for many bends, Just make sure you remember the sharp opening curve



Above The City Length: 5.193m

This one can be tough. The centre portion features some particularly irregular corners, drops and rises. This city-based track can also be played in reverse



Park Town Length: 3,528m

Navigate the last three (very tight) turns carefully and this short but sweet track is a breeze. Play It in evening mode and the sky turns a lovely brown colour. Neato.



Length: **5,868m**. This'll be familiar after Sunny Beach.

You'll need to take ■ series of corners without hitting the side or your lap time will suffer, as the average speed for this course is high.



Bayside Line

Length: 7.830m The longest ride, made up of continuation of the Outer Pass. A testing experience with acute 'S' curves, careful use of your brake pedal can

improve lap times



Outer Pass Length: 4,535m

Up in the mountains things can get a tricky, with some hairpin bends and steep rises. Be sure you step on the gas in the first half or you'll have problems later

SLENT SCOPE

A clip full of high velocity info-nuggets that will thrill, chill and, ves. kill.

Once on the Mode Selection screen. input the sequences below for a selection of hidden extras. You'll hear a sound that will let you know

No Scope mode For the true pro. $\rightarrow \downarrow \rightarrow \bigcirc \rightarrow \downarrow \rightarrow \bigcirc$

No Enemy Cursor mode You'll just have to use your eyes. **→→→→←↓↑→**

In the Story mode, pause and exchange half a life for five seconds by tapping in:
↑↑↓↓←→←→◎⊗

Aore life

This time you'll lose five seconds for half a life. You can't have both. **⊗**⊚→←→←↓↓↑↑

Secret Time Limit Option

If you play for five straight hours, not only will you risk entering ■ new plane of consciousness, but 'Time Limit' will appear in options menu enabling the time limit to be boosted by 10, 20 or 30 seconds giving you time, quite literally, to kill.



No Crosshair mode

After all, onyone can hit a moving target at 1km with help. Pah. → → → @



Pink mode

Not sure what they were on when they decided to put this in. See the world through a rose tinted, heart-shaped scope. Perfect for Valentine's



LADY IN RED

Keep your eye open for beautiful blondes strutting around town. They're normally wearing bikinis When you spot one, get her in your sights but don't fire. Keep her there for a couple of seconds and you'll be rewarded with an extra life. You might sacrifice valuable time doing it though, so weigh up the benefits.



OPEN UP THE **CHALLENGE 100**

If you clear all nine outdoor stages of Shooting Range mode you'll have the 'Challenge 100' added to your menu screen. Winning a Bronze medal or above here will allow you to progress through a previously hidden wealth of outdoor ranges Rumour has it there are 100 of 'em.

READY 2 RUMBLE: ROUND 2

Float like a butterfly, sting like a grumpy-assed hornet with this selection of special moves.

Key: B - Back

F - Forward D - Down

U - Up RH - Right hook

LH - Left hook
RL - Right lunge
LL - Left Lunge

Afro Thunder .B. B. RH Lulu Valentine.. .F+LL+RL Angel Rivera. E B+RL RL LL RL .B, F+RH, LH, RL LL Butcher Brown. B+I H+RH Rocket Samchay..... ..F, B+RLB+LH, LL, RL, RH .let JohnnyU, D+LL or D, U+LL JR Flurry..B+LHB, F+RH ..B, B +RH Wild Stubby Corley... Freedom Brock.... Mama Tua.....B, B, F+RH Willy Johnson.....U, D+LH or D, U+LH Mama Tua. GC Thunder... B. F+LH Selene Strike.. .B, F+RL R F+RH Michael Jackson... ...F, B+RH Robox E B+LH .B, B+RH Shag

TEKKEN TAG TOURNAMENT

Highlight Practice mode at the main menu and hold @. Then press @ the number of times indicated and you will fight in your preferred background scenario.

Stage	presses
Law	
Yoshimitsu	
Ling	
Hwoarang	
Lei	
Ogre	
School Stage (in the evening)	7
Jin (in the evening)	
Nina	
Eddy (in the evening)	
King	
Heihachi	
Eddy	
Unknown	
Law	
School Stage	
Jin	
Nina	
Yoshimitsu (in the blizzard)	
Paul	

SMUGGLER'S RUN

Running out of luck? Check out these tips. The cops can't touch you for it.



1. Use the map

This may seem obvious, but with that direction arrow pointing the way it's easy to forget to use the level map at all. But you should - it will help you avoid the cops altogether. The rozzers have an activation radius, and once you learn roughly where it ends it's possible to complete missions without once stirring the doughnut munching boys in blue into action.

2. We said use the map

On later levels it can pay to ignore the direction arrow entirely. For example, the arrows may direct you to drive through a lake. You can do that, but why, when if you look at the map you'll see an alternate route that is longer but will save you time. In a similar way, on the level where you have to knock down a series of radio towers, ignore the arrow again and head left. There's a tower close by, but out of sequence. Trash that st and you're ahead of the game

3. Use the terrain, fool the law The cops in Smuggler's Run will do their best to close down your operation. Trying to outrun them may seem like the best idea, but it ain't necessarily so. Try braking suddenly.

The cops aren't that smart and will

tend to overshoot, giving you more breathing space. This, of course, works very well on the ice levels

4. Use the terrain to you

advantage
Drive between trees and, providing you pull it off, the police will come a cropper. The same applies to rocks and other obstacles. Weave in and out and leave the law behind. Also, use the roads. There are two pluses to this. For one, the contraband will always be found near a road or track and your vehicle will move faster on them as you'd expect, so even when the cross country route is more direct it's not a bad idea to hug the tarmac for as much of the level as you can. The only bad point is that the cops like asphalt, too. But you'll know how to shake them now

5. Leaping with confidence

As you make your way to the next drop point you're going to spend m good amount of time tearing up hills down valleys and generally off the ground. Judging how you're going to land Isn't always easy. To adjust your car's pitch during those particularly long jumps press (hard brake) and use the analogue stick to avoid overturning when you hit the ground.

GRADIUS

II may not processing power, but Gradius III & IV may not be so merciful to we puny humans. Here's how you

PAUSE the game and input the following for:

laser weapon
↑↑↓↓←→← → (X)(O)

There is a limit on how many times you can recharge your ship this way, depending on the level and which Gradius you're tackling. There's no such thing as a free launch. Geddit? Geddit? Oh suit yourselves.

BUST-A-MOVE 4

It might've arrived too late for review, but here are a few tips to be getting on with Let the bubbles

- 1. Always keep your two pulleys ven. Although trying to clear one side first may seem like the best way, you will come unstuck
- 2. Keep your eyes peeled for star bubbles. They will clear every bubble of the same colour on the screen.
- 3. Try to clear all the bubbles off a rising elevator, because once It reaches the top It will turn into an anchor, and you don't want that, Trust us.

WILD WILD RACING

Ten top tips to give you the off-road inside edge.



1. Release the pressure Winning in WWR is never a matter of merely keeping your finger on the accelerator and relying on fast reactions alone. Frantic movements may match the action on-screen, but to beat your opponents and the twisting tracks you need to employ a little reverse driveology. Steering with frequent, gentle nudges of the analogue stick, and little taps of acceleration and brake, will get you

I lot further than trying to wrestle your buggy around the course.

2. I'll be watching you

When racing on a new course it's worth letting an opponent lead for the first circuit. That way you can learn the short cuts from them and avoid their mistakes



3. Jump around

The tracks in WWR are a travel sickness nightmare, with bumps, lumps and jumps everywhere. If you find that an unexpected patch of rough terrain is taking more control of your car than you, don't brake, as you'll only make the problem worse. Just ease off the accelerator briefly and, when all four wheels are back on the ground, you'll be able to steer your way out of trouble

4. Jump around (slight return) When taking the crest of u hill or rising ridge at speed, make sure

you hit it square on. Approach at an angle and when you eventually land you'll risk spinning out of control and osing valuable time



5. Don't go braking my heart Although there is probably a good time to use the regular brake in WWR, we've yet to find it. Why? Because It not only slows the car, but effectively locks the steering Stick with the handbrake and, with practice, you'll be able to powerslide around most of the corners



6. Ain't no mountain high enough Although usually a matter of taste alone, changing driving perspective during races can improve your final position no end. The third-person perspective is great for getting instant feedback on your car's stability and position. However, steep inclines can make it hard to read the track ahead so it's worth changing briefly to first-person perspective to see beyond your buggy.

7. Ain't no valley deep enough Use the terrain to help your progress

around the circuits. Ease off the acceleration up hills and use the drop in speed as a natural brake. Likewise, use your car's natural momentum on the more twisty downhill sections, and ease off the accelerator. Judge it right and the increased control will more than make up for a lack of speed.



8. Ice ice baby

Don't be daunted by the iceland circuit's frozen lake corners. Approach them at speed, apply the handbrake with a slight nudge of the stick and you will perform a graceful, and surprisingly stable, sideways slide. As soon in the turn exit moves into view, apply the accelerator and you'll power smoothly away



9. Show me the way to go WWR's five circuits are packed with short cuts. Although some will give you maximum unfair advantage for minimum effort, others offer very little advantage and will do nothing more than Interrupt II good racing rhythm. Try them all and pick the ones that suit your driving style. Just don't assume they are the fastest option.

10. No surprises

You can drive up practically vertical Inclines or soar off the highest ridges, but whatever you do, avoid driving through mud. I will slow your buggy down like nothing else.







WILD WILD WHIPPY Got the Got the competition licked in Wild Wild Racing? There are treats available to you if you have!

So vou've won yourself the ultimate custom built, off-road car, the Wild Wolf. This is no time to relax! Enter the Ouest mode now and you can race to win two hidden vehicles. The first is a customised icecream van that could give the Wolf a run for Its money. The second is the Cowcatcher, III bubble-canopied flying saucer that skims above the course and handles like nothing on Earth. Enter Quest in this and you can race around the course looking for all the bovine lifeforms. That's cows to you humans.

ESPN INTERNATIONAL TRACK & FIELD

Just like the Eastern European female shotputter with a five o'clock shadow, Konami's finger bruising $\Pi\&F$ has hidden secrets...

If you're finding the dull thud of medal on chest an insufficient reward for all that (undoped) blood, sweat and tears take a look at what those victory tallys will unlock.

Interview Movies

There are four interview movies to be unlocked. Winning five or more Bronze, Silver or Gold medals will give you access to the first three Win Ten Gold medals and you'll not only get to see the fourth, but you'll be given an address to send off to a new set of fingers. Maybe

Hidden Modes

After a hard day welding rivets and hammering steel down the shipyard there's nothing better than a spot of rhythmic gymnastics. But gracefully choreographed mat tumbling need

not be your only reward. Win gold for all the tunes (pausing only to pluck the leotard from your buttocks) and not only will a new tune appear, but you'll be able to select various sound ffects from the Options Menu.

In addition to all this, there are a number of hidden modes that can be accessed in the Tune Select submenu. So deep breath, flex those fingers, relax and press

The for High Speed mode

The for Mirror mode

The for Hidden mode

The for Sudden mode

And for a perfect finish to it all, how about pressing up during the 110m Hurdles to change the camera angle? Good, eh?

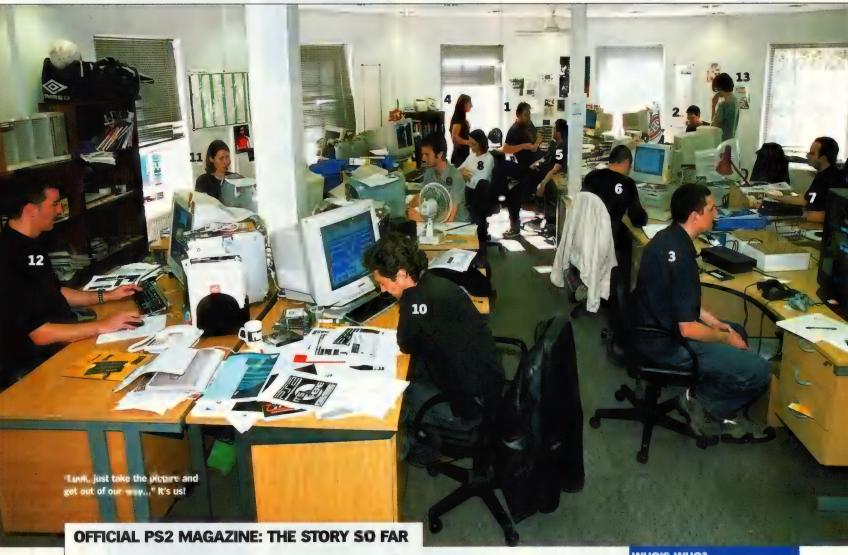


KILL ME KILL ME NOW

Enough My thumbs are my mare bleeding much is a stranger to this now-pallid skin. I finally finally month, in a wait those who worship at The Fitz's Temple of Tips. month, indisciples will be rewarded with the coolest \$1 - i Or Alive 2\$ tag combos, the disciples will be rewarded with the coolest 1 and of Alive 2 tag combos, the sneaklest 5 moves and, if we can — rip them from 5 mill grip, some truly evil level designs for TimeSplitters. Don't hold us to that last one 1 ... Want us to tip your fave 2 ... Let me know. Send tipseeking 31 missiles to: Hardcore, Official PlayStation 2 Future Publishing 30 Monmouth Street, — BAI 2BW. People with wires for brains can email me at 12 ... Line 3 Until then,

END5AME

Opinion/gossip/lists/columns/truths/lies/odds/sods/and some stuff you write



lehind the scenes

This magazine didn't just appear out of nowhere. Oh no...

We're afraid it's true. If we had a Webcam hidden in our office, the gruesome vision before you is pretty much what you'd see. Not a very pretty sight, but then magazine teams rarely are. And anyway, we've got an excuse. We've been busy. You're holding the reason why

You see, as with live TV shows, as with some football managers, magazines tend to have that duck-like quality of fake serenity. Everything looks calm on the surface, and the duck seems to be moving steadily forward. Underwater, however, all sorts of frantic paddling is going on.

We've been frantically paddling on Official PlayStation 2 Magazine for most of the year now. But only recently has that paddling become more organised (and

desperate) as a series of nightmare deadlines loomed. Quite how well we coped with them, you - holding, as you do, the finished article in your hands - are best placed to judge. But, with luck, we've got a bit of a hit on our hands here.

Then again, it needs to be. Those of you who own the original PlayStation In whatever form (regular chewing-gum grey box, or the curvy new PSone) may well be aware of Future's original - and ongoing -Official PlayStation Magazine. Calling that mag a success would have to count as one of the understatements of the year.

Official UK PlayStation Magazine is our daddy, in a way. At its peak, it was selling over 450,000 issues a month, and came in with ABC circulation figures that overtook the likes of Loaded. True, things have slowly tailed off since then, as Joe and Josephine Public waited for you-know-what, but it remains the biggest videogame magazine in the world. Bigger than anything in America. Bigger than anything in Japan.

Understandably, that's a success that we're pretty proud of here at Future Towers, and as PlayStation reached the grand old age of five (geriatric in videogame terms) all eyes began to turn to its successor. It's no exaggeration to say that getting the licence to produce an official PlayStation 2

//Everything looks calm on the surface. **Underwater, there's** frantic paddling...//

WHO'S WHO?

1. MIKE GOLDSMITH

RICHARDS

3. JAMIE SEFTON

4. CAT CHANNON isc Editor. Bakes n akes. Gets about a

5. MATT BIELBY

6. BEN LAWRENCE

7. PAUL FITZPATRICK

itaff Writer. Went to legas, baby, Liked III.

8. LOUISE WELLS

9. GEORGE WALTER

10. TREVOR Creative Director, Make that Fancy Designer.

11. NIKI EARP

12. GRAHAM

DALZELL Dep Art Ed. Once of GamesMaster. Puts speech bubbles on

13. NICK MOYLE Art Editor. Ex-of Arcade, OPSM and Total Football. Nice

INTRODUCING OFFICIAL PLAYSTATION 2 MAGAZINE: THAT SLIGHTLY FUNNY LOOKING DUMMY EDITION

Looks a bit weird now, this one. The masthead (that's 'title at the top', in publisher-ese) has 'PlayStation 2', and not Sony's fancy 'PS2' logo it wasn't until around March 2000 that we finally settled on the change. The fold out cover flap was a nice touch, but the inevitable financial 'complications' killed it. Like, how much? Oh, and Ridge V was used because it's a nice picture

























3. DISC PAGES

Originally crammed onto a single spread. So we worked on it. Let us know.

4. PREVIEWS

The preview section (duh). It's not completely unlike what you've hopefully Just read in terms of approach. Sure, it was stylish, but it was also described as little bit 'cold'. Not sure what that meant, but we changed it anyway ...

5. DOSSIER

The original name for our Hardcore tips section, and a touch 'girly', if truth be told. Some of it's the same, but we've now included a whole lot more. Just ask Fitz.

6. TEKKEN REVIEW

From the start we knew we'd be going for big reviews for the biggest games. The ken Tag mock-up in the dummy was eight pages – a spread shorter than the finished thing, but still a giant. The clean 'white paper' look and use of bold images was established early on. Designers like white paper. This kept them happy.

7. THE USUAL

The most 'undeveloped' (ahem) part of the pitch was the back section. Originally

called 'The Usual', it was the dummy's equivalent to EndGame. Thankfully, the somewhat dublous use of orange and (shudder) aquamarine hasn't been carried over but some of the good stuff that will eventually end up in EndGame started here. Here's to change

新 新 新

2

PlayStation 2

8. NEWS

Our news section was always meant to be packed, stylish and almost ■ magazine on its own. It still is, but it's not called Hot, and we've ditched the dotty typeface.

9. FEATURE

A tiny two-page feature on The World Is Not Enough. Not bad for starters, and an indication of the huge number of features we have planned for this here magazine.

10. DVD PAGES

vays knew were going to have a DVD section, and the version in the dummy isn't far off. It's now called Media, to allow music, print and online coverage, Job, quite literally, done...

magazine soon became the Holy Grail of UK magazine publishing. Clearly we'd have a fight on our hands to get the job again, despite the fact that OPSM had been such an unprecedented success. But it was a fight, you'll understand, that we were pretty determined to win.

Hence the early pages of the magazine that you see just above there. These are from Future's first stab at an official PS2 title, produced in the spring of 2000 to convince Sony that we were the people for the Job. With 64 pages printed a number of times to bulk it out to the size of a 'proper' magazine, it looks rather clunky next to the final version, but proved to be an incredibly useful exercise for many reasons.

For one thing, it decisively established the general direction we wanted to head in. High quality paper. Lots of style. Hopefully a certain degree of intelligence. We were after a real forward-looking, "What's the future going to be like now PlayStation 2 is here?" sort of magazine. Yes, it'd be all about videogames, and proud of it. It's just that it would have to be a very singular,

ambitious, stylish, and forward-looking magazine too. And one well aware of the other things PlayStation 2 can do, and keen to see it start doing them...

ALL CHANGE

There's not much of a punchline to this story, because you already own the outcome. Thankfully - and after much toing and fro-ing - the dummy proved good enough to help us win the contract for a second time, despite stiff competition. Pretty much all the magazine industry big players took a tilt at it, and as a result Sony's decision-making process dragged on throughout the summer. We won't bore you with all the tedious details, but will say that, just as the nights started getting noticeably longer, papers were eventually signed, and it was full steam ahead, Luckily we'd managed to get ourselves a pretty talented team together for the task - but then you saw them earlier on, didn't you?

Since then the main job has been to get the magazine to the printers on time. But, less specifically, it's been to try to

OFFICIAL UK **PLAYSTATION** MAGAZINE

Despite the arrival of the PS2, Official UK PlayStation Magazine is still on sale, still the world's best-selling videogames magazine, and still the place to come for everything PSone. This month's issue has Lara on the cover, plus a PS2compatible demo disc featuring Crash Bash. Spyro 3 and Prince Naseem Boxina.



produce, 13 times a year, the sort of magazine that PlayStation 2 deserves. One that's entertaining and trustworthy. One that knows its games. But also one that can mutate as PS2 usage becomes more widespread. Games will always be the major strand of what PS2 does, and they're what we'll always concentrate on. But at the same time, the future holds different, as-vet-unimagined forms of computerbased entertainment, and the PS2 is primed to deliver those too.

No-one knows exactly where we're going, but it's going to be someplace good. And it's someplace that, if this issue's PS2 intro feature is anything to go by, may be rather closer than most people think.

Right now, we're interested in your opinions on the magazine, on PS2 and on the first wave of games. Please send your thoughts to: Official PS2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW or email PS2@futurenet.co.uk. We'll take your opinions seriously. In the meantime, I hope you've enjoyed the issue. Our best is yet to come.

Matt Bielby

This isn't a regular edition of EndGame. That starts next month. Turn the page for some of the treats in store







Matt Belby Group Senior Editor

Original flavour PlayStation was always known for its racing games, so it should come as no shock that they've been dominating my first month with PS2.

I've been seduced by the two extremes an early build of Gran Turismo 3, and the loopy-loo fun of Smuggler's Run. Oh sure, Smuggler's is a bit silly and lightweight, but I can think of few games that have ever given me quite such a feeling of sheer invulnerability. In it, Thelma and Louise would have crashed to the bottom of the Grand Canyon, then sped away with only a buckled bumper to show for it.

Gran Turismo 3 is quite the opposite. From the stunning lighting effects to the sense that you really are thrashing an £80K car to death, this is real. More than reading Car magazine, more than watching Top Gear, it sends my mind spinning off into what-can-I-buy-next? auto fantasia. You can pick up a current shape RX-7 for less than eight grand now, you know.



Mike Goldsmith

Seven Random Thoughts Of A Happy (But Busy) Man:

Random Thought No 1 It's a lucky man who gets to play PS2 games as part of his job. It's an unlucky man who comes across The Sefton at TimeSplitters.

Random Thought No 2 If anyone knows the RUMBLE combo I somehow stumbled on for Jacko in Ready 2 Rumble: Round 2 then, for the love of Zod, write in.

Random Thought No 3 Those sunbathers In Silent Scope. Something wrong there. Random Thought No 4 A moral decision.

Do you flatten the Snork fellas in Agua Agua, or just drown the hell out of them? Random Thought No 5 It's not ISS, but It kind of is. Kind of.

Random Thought No 6 Mental note: Must write letter to Kazanori Yamouchi's mum

and thank her for giving birth to the genius who created Gran Turismo 3.

Random Thought No 7 Mental note two: Do same for own mum...

WRITE TO:

DESIGNER

ant all think we've got at least one great game idea in us, right? Right. Well, with our new Designer Genes section, you'll get the chance to prove it...

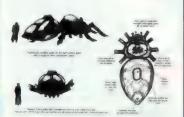
We really hope that delving into the Designer Genes entry box rapidly becomes one of the highlights of our month. But while off-the-wal ideas will certainly grab our attention, so will serious designs that we feel could actually work

Be sure to make 'unique' your watchword when working out your game idea – "It's like TimeSplitters mixed with Star Trek" just won't cut it. We'll also favour those entries that Include concept artwork. In fact, we'd like to see II few sketches with every entry, if possible. If you're

emailing your entry, why not scan a picture in? Every month, we plan to pick your best game designs, then send them to a genuine 'game industry professional' for Judgement. Who knows? At best, you may get a job offer as a game designer. At worst, you'll win an Official

PlayStation 2 Magazine t-shirt.
Write to: Designer Genes, Official PS2 Magazine, Future Publishing, 30 Monmouth Street, Bath M1 2BW. Or send us an email at PS2@futurenet.co.uk. Keep your entries to around the 200 words limit, and remember those sketches

To give you an Idea of what we're on about, here's one we've half-inched from PC Gam Alden Spelss, we salute you! Want a t-shirt?



GAME #01: MAD SCIENTIST Designed By: Alden Speiss

Inspired by Dungeon Keeper, the alm of this game is to pay back an unfeeling world by breeding genetically modified monsters to crush the local town. As your warped nightmares spread further across the Earth, you come to the attention of the army, animal rights protesters, other mad scientists and similar psychopaths. You must then defeat their forces, terrorise bigger cities and topple their monsters with the might of the evil behemoths you've created, until they bow down before you and declare you ruler of the WORLD! Bwah-ha-ha-ha!

WRITE TO:

Want to show the world how good you was at PS2 games, and get your name in lights?

Reckon you're good at games? Then write to Resultt, where we'll be running tables listing your times and scores on all the best PS2 games.

To enter, you MUST send in a photo or video of your score in order for your effort to be 'confirmed'. All photos MUST have your name, address and score/time on the back, and videos MUST have a label stuck to them with the same info. Include # stamped, addressed envelope, and we'll do our best to return them. Senders of the most impressive confirmed times/scores each month wins an OPS2 Magazine t-shirt.

For our first issue, we're particularly Interested in best times and high scores for: Ridge V, Tekken Tag, SSX and TimeSplitters. But

remember, we're after scores for any games you think you're particularly good at.
Write to: Result!, Official PlayStation 2
Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or (you guessed it) email PS2@futurenet.co.uk

WRITE TO:

YOU GOT IT WRONG, SON!

We pride ourselves on the definitive nature of our reviews, but that doesn't mean we're not interested in what you have to say. If you reckon one of the reviews in this issue is so wrong it hurts, why not tell us vour version? Keen it to under 200 words land don't forget the mark out of 10! and

state your case. Also, please understand that the Ilkes of "SSX is arse and Richards is talking out of his..." possibly won't get printed. All entries we do run win that exclusive t-shirt.

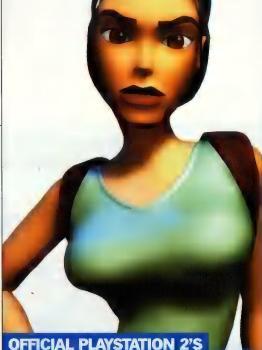
Write us at: You Got it Wrong, Son!, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath MAIL 2BW. Or email us at PS2@futurenet.co.uk

WRITE TO:

JCENCE TO THRILL!

Reckon you know II book, film or TV show that's just dying to be made into a brilliant game? Then we want to hear about it. including all your arguments as to why It'd be so dandy. Once again, there's at-shirt on offer for any entries used. Remember, though it's up to you to come up with a few convincing (and hopefully amusing) reasons why your book/film/TV show would make such a top game.

Remember, too, that the more unexpected your Idea the better - so arguing that Harry Potter would make a great RPG, or Buffy would be # good survival horror, isn't exactly going to surprise us. However, reasoning why, say, Kafka's Metamorphosis would make a superb adventure (but you'd need this controller that alters shape, like something out of u Cronenberg film probably would. Write us at: Licence To Thrill! Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street Bath BA1 2BW. Or email us. Whatev



adder Or Lust

Who is the raunchiest 'chick' in unit with a minimum of Lust, iii. In a ladies of PS2 go in the latin And minimum otes can be a who tops the latin with kicked out and who gets in the latin with the lat



TOMB RAIDER: NEXT GENERATION A PSone game, a PS2 (1987) a film, a 1991 (1991) Lara's rise continues. As does ours in the Chances of the same on PS2: See page 47 now!

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2. UNKNOWN Z. UNRNOWN

TEKKEN TAG TOURNAMENT

Mystery I urchin (plus pet the bunny boilers covered in snot? She's your woman! And seek help.

of war arms on PS2: Already there 1 AI FUKAMI

4. TINA ARMSTRONG

(NE) A. TIMA ARWIST KORGO
DEAD OR ALIVE 2

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5. CLAIRE REDFIELD

(NE) A cute, cocksure, bird. it does this sound like Three?

Chances of up PS2:

6. MARY-BETH CASEY

dueen by day, and killer by but not a of on PS2: Already there

7. KAORI

A rider And one heliuva lot healthier than about any if the other riders of up in on PS2: Already there



8. REGINA

Other girls hate zombles. Page to however, has it in the big

Chances of appearing on PS2; On the way 9. GRETEL



yo-yo touting, red-and-silver robot lady, nominated The Sefton The Sefton needs 3 lie down. Chances of agus vilue on PS2: Hereby there

10. MAMA TUA READY 2 RUMBLE: ROUND 2

400lbs - and all woman! Look, we're getting the lifts either her or Bill who cleans the bannisters. Change of savering on PS2: //mal/ there

B. L. Forever), Dr. Nadir (TimeSplitters), Nina Williams/Anna Williams Elise (SSX), Jili Valentine Elise (SSX), Jili Valentine Elise (SSX), Jili Valentine

NEXT MONTH IN ENDGAME

In our first genuine, proper EndGame section, we've got Designer Genes, Resultl, Ladder Of Lust plus all the other regulars trumpeted on this page, along with the arrival of The ShortList. BrainStorm. Insider Job, the PS2 Quiz, regular columns and more. Get writing!

Videogaming has changed.



Metal Gear (NES/MSX, 1987)



Metal Gear 2: Solid Snake (NES/MSX2, 1989)



Metal Gear Solid (PlayStation, 1998)



Metal Gear Solid 2: Sons of Liberty (PlayStation2, 2001)

So has its bible.



Issue 91 on sale November 2

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GAMEOVER

The best PS2 games/The best end sequences/The best illustrators



The final moments of Kazuya, killed by his own son, Jin. As interpreted by Mr Jago in the first of an ongoing series.

WHAT?

going on here then? Defeated, lying dead at the feet of his son and slayer, Jin, Kazuya's reign has been ended once and for all. Fuelled with unbridled hatred, Jin hauls his father's lifeless body into the air, holding him aloft, curling his fist and ready to vent his anger one last time against the man who caused his family such pain. But then it hits. Racked with grief, Jin drops his father's pathetic body, falls to his knees and bows his head in sorrow...



HOW?

What do you have to do to get here? Let us reveal the secrets of our Memory Card...

To reach Jin's polgnant final movie, you must play through and complete *Tekken Tag* using Jin in Arcade mode. Then, by repeatedly completing Jin's story, you can watch different versions where both he and Kazuya are decked out in different clobber. Remember, too, that if you complete *Tekken Tag* as other characters, you get completely different endings. Finish it as Jun, for example, and you'll witness a spot of *Tekken* miracle-working...

WHY?

Tekken Tag reviewer Ben Lawrence explains why he chose Kazuya's end for GameOver.

"The story of Heihachi, Kazuya, Jin and Jun has become the moral backbone of Tekken. Because Jin is now struggling to save his soul from the forces of darkness – his father having falled in that, of course – I've long been keen to see how their story concluded. But it was dead surprising to see Jin actually defeat his father, especially considering how power hungry Kazuya is [or was]. How much further can the Tekken story go? Is Kazuya really dead? We'll have to wait until next year's Tekken 4 to see..."

WHO?

Top drum 'n' bass illustrator Mr Jago expects his pre-ordered PS2 to turn up in November.

"Before I drew this, I'd played *Tekken 2* on my flatmate's PlayStation a few times [I like playing as the drunken master guy], but I hadn't seen *Tekken Tag.* The scene with Jin and his dad – it's twisted. There's no going back from that, is there? I drew it samural-style, with the story in mind, but it's hard to show that kind of rage the way I draw. My favourite bit of the finished thing is Kazuya and his facial expression. He doesn't look dead, though – just a bit unwell. It's all a bit sad really..."

YOUR GO!

We've chosen Jin's end sequences to kick off GarneOver, but we want your votes! Let us know your favourite PS2 end sequence, and it could appear here. Prizes are on offer, including a framed print of the final art that appears on this page. Write us at: GarneOver, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BAI 2BW. Email PS2@futurenet.co.uk.



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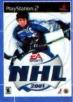








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